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ADDAMS FAMILY

This bunch of weirdos are so freaky they could've been based on the ZZAP! crew!

сниск коск

Fatter than Phil, uglier than Corky and dafter than lan; we give you the lowdown on Core's classic caveman caper.

TURBO THE TORTOISE

You dug the demo on last month's Megatape, now read the write-up on page 57!



INDIANA JONES AND THE FATE OF

When is a film licence not a film licence? When Harrison Ford rejects the script but US Gold bring out the computer game anyway!



Nove parasitis perils on Page 8 have parasitis perils on page 6! This missin's pages are as addition you'd be linging to 'smill is or' Taple ourge to Fall's our

- Insects in Space High-speed shoot-'em-up from the Sensible Team. Stuff the whales, save the babies!
- Glider Rider High-flying, souraway action with Grandslam's brille bomb-'em-up!
- Sub Sonic— Never-seen-before blasterby ex-Software Creations
- Bug Bomber Demo Superb playable demo of DMI's latest

Indiana Jones And The Fate Of Atlantis Addams Family, The Bismark, The Bod Squad, The Bug Bomber League Football Match, The Chuck Rock Pegasus Bridge Steigar DJ Puff Turbo Tortoise Gunship World Class Soccer

Thought for the day — if Jimmy Hill gave half his chin to Steve Shields, they'd both look almost human!

We round up the latest joysticks, and herd the best of 'em onto page 14's compo.

TAPEWORM

He's thin, he's fast, he's a pain in the... (Snip! - Ed.) For all his faults, he puts together a damned-good covertapel

14 INDIE COMPO

Be a smart ass — and win one of US Gold's exclusive Indiana Jones Bum Bagsl

16 LORDS OF THE RING

Take your ringside seat for the main event, as Phil King grapples with every C64 wrestling and boxing game.

30 PREVIEWS
A potato-headed stuntman, balloon-riding aardvark and secret-agent cod? Very lishyl

24 17'5 CORPLY!
I'll give him tips... he'd get the tip of my boot if I hadn't got my best shoes on!

28 JOYSTICK COMP

Too much waggling doesn't make you go. blind, but it does knacker your joystick win a new one with ZZAPI

Can you beat Phil's 38 lard sandwiches in 10 minutes, or Carky's 10-loot-high comics pile? Can you grow a dafter beard than Steve, or make worse speling mistayks than Ian? Thought not, but I bet you're better at Space Invaders!

On pain of death. Steve gives Bash an extra page... nothing like a bit of good oldfashioned intimidation, is there readers?

36 LASH W MASH You better Bash, waste Whippie, and generally have a good old moan about all things ZZAPI

62 FLASHBACK

More out-of-this-world repeals at down-toearth prices.

SERT COM

Corky blows his wages at the arcades to bring you details of the latest coin-opsi

Wowzers! TWO pages of Public Domain this month - take o away, PDI

We sack the entire stall and turn ZZAPI into a train-spotting magazine) (Only kidding — It's a stamp-collecting mag really!)

22API 64 No.86 # July 1992



ZZAP! ZOO!

d so this month, to andwagon , we're bringing you a definitive wrestling round-up of C64 mes — with all the

For pure pleasure,

Falling to see Mel Gibson and Tom eyn hanel la old in more fo

De l'in (etning and l' Un were an immenderate to cur sundry muster, were have to do in without clathes (after all we don't want to get neaty, cirty mud on our rogs do we?!?). Falling that Jeremy Beadle versus

a large bunch of very hungry lions with the whole thing being filmed so we can rename You've Been Framed as You've Been Eaten - a vast Improvement.

SYEVE TAKE IT ON THE CHIN' SMIELDS — Zapp(ed)

Now here's a tricky one. Since my train was delayed again this morning my first thought was to put the BR basses in the ring with every trate commuter in Britain. Then I

loyed with the idea of Mary Whitehouse going the distance with Ken Russell (although she'd probably get all the best bits censoredl). Finally my social conscience got the better of ms, and I've plumbed for a threeperson tag-team wrestlelest featuring Freddy Krueger (Elm Street), Jason Voorhees (Friday 13th) and Michael Meyers (Halloween) versus Simon Bares, Gary Davies and Dave Lee Travistyl New THAT I'd like to see!



There has been much multaring and mumbling in the 8-bit world concerning the future (or tack of It?) or the C64. The old Speccy has its fortunes fumible dramatically over the past two years, while the Amstrad has

its fortungs fumble dramatically over the past two years, while the Amstrad has suffered a similar late. So what's in store for the sixty four?

Well me good news is that there's still plenty or life in the old dog yet. Okay, so the inflated profit margins attorded to 16-bit product — both disk and cannage-based — are too great to be ignored tor long, and the majority of software developers have, predictably, begin concentrating their efforts in this still-growing sector of the market. Bur is this such bad news? Whereas it was old 8-bit product that was frantically being up-graded to run on the bigger. raster (more expensive!) machines, now we're seeing a piethota of original tifes cropping up for everything from the Super NES to the Amiga. Not all of these can be re-prog d to run on the C64 of course, but a good many can and will be converted over the coming months (see Robocon, James Pond II in this month's Previews section, and the Chuck Pock review if you don't believe me!). Maintaining its position as the best-selling games machine in Britain, the

Commodule 64 has a large and loyal following (as it **you** need falling!). The timitations of the machine are still being rested to the rull and (some) new ideas for games continue to filter through (Codies Step. for example). ZZAP) will naturally cast a careful eye on the state of play and keep you informed of any new developments (like, where IS that Co5/7). Meanwhile, though, on with the show!

Steve Shields (Editor)

HAIL ISUMO — Dock(od)

I think the Terminator versus (an 'Stain' Osborne would be very entertaining, but no-one would dare watch the mere thought of the Stain in a leotard turns even my strong stomach. He was so ugly at birth, the midwife slapped the wrong end. Anyway, beating the crap out him would take all day, he's so full of it. I reckon George Courtney versus the Leicester City supporters would be a fair contest - well, as fair as that play-off match against Blackburnt I just hope he Isn't a judge at the Olympic diving competition - he'd give a penalty every

IAN 'DOWN AND OUT'
OSEGENE — Dead(ed)
The only 'ring' I'd like to see Markie in is a circus ring — as the freakshow's star

turn! Corky could do with a wedding ring, if he meets the right Rottweiler, and Steve's a dead-'ring'er for Quasimodo. When it comes to trashing cars, Lucy runs 'rings' round the local scrapyard, and as for Phil... that poor, sad bar steward spends half his wages on ring'ing 0898 numbers. Perhaps that's why his mum makes him wear boxing gloves in bed!



Who would like to see in team consisting of Bridgel
Nietsen, Straren Stone, Trinity
Lorim and Marina Sints
(Counsellor whatsit from Star
Traks, But anough of the missy for the region Frage hardy at other as be the matricipus Samfray has Month could be a present with the Month could be a price of the particle of against the particle of the Police Force (Also Mary Whitehouse against a rag team made up of Tine Characantains Strate Source Chippondules, Frank Brund against my Gran and finally the people who devise banal

TV ads against me with a @!£1ing big gun. Null said.

MARK TREAK GUARD KENDRICK - Fart(ed)

I reckon that in the ring (which would need to be massive to accommodate both our egost) I'd love to see me and God! We'd smack the hell out of each other! I'd go on about how evil he is for letting so much crap go on in the world and he'd rip my head off for being a jumped up egotistical gitl But to not offend the church-goers of the world I'll seitle for watching Fatso King the Sausage Giant versus Bernard Matthews's whole chicken supply lor a year! It'd be a slaughter! (Gobble, gobble to of Kingy!) But seriously. Phil's a brill lad so send him a sausage, now!

is Markethny Ma Editionia & Balanchines UTOPRE



oysticks... they've come on a long way since the dawn of home computing, eh readers? I can remember this really clumsy contraption that sat on my Speccy and pressed the cursor keys as you moved it! If you pressed up, it... (Get on with it! — Ed.)

pressed up, it,... (Get on with it! — Ed.)
Erm, okay: Today's gamer has literally hundreds of sticks to choose from ranging from the spectacular to the lousy, with a few useless gimmicks thrown in for good measure. If Spectra Video's lefest batch are to carve a niche for themselves, they ill have to be really bang on the button (Aurroh! — Ed), so can they out it?

I've never understood why anyone wants a joystick that has its innards on view like the (A) Quickjey Top Star. It makes a change from the bogstandard black-and-red design, but it looks about as attractive as Thora Hird Not that this steps it from being one of the snazziest joysticks on the market— It's extremely comfortable in the hand, silky-smooth in the response department, with one of the sharpest fire buttons I've ever pressed. A real winner, but awkward for left-handers.

8.5/10

If only the (B) Manta-Ray was as good!
Replacing the flight-grip-and-suckers
approach with a tried-and-lested knobbly
stick with a button on its side, its ergonomic
leanings don't quite come off. Reassuringly
chunky to hold, but a little awkward to use—
try before you buy.

6/10

Another see-my-sexy-gizzards design, the (C) QJ Hyperstor looks more like a piece from a Rota-Stack hamster cage than a world-beating power stick. Unfortunately, if would probably function better as one foo! Italiegs hold it too high off the desk for comfort, and the stick itself has far loo much give making the simplest of platform leaps a real test. Not a total disaster, but certainly not recommended.

4.5/10

It's much the same story with the (D)

Superstar. A cut-down, back-to-front
version of the Hyperstar it sits a little lower
but suffers all the same control problems.

Not as bad as its big bruvver, but again, not
recommended.

5.5/10

Aha, now this is more like (II The (E) Sigmo-Ray has a body like a clapped-out dougern car and a stick resembling a low-budget sci-fi gun hill, but it plays like a dream. The stick has



STANDARD ENQUIRIES

e Final Fight

h dear. The West Midlands Trading Standards Authority have just been on the phone and, while they have no quibbles concerning the standards of OUR trading (phewl), they DO have a few qualms about you lot! It would appear that, after we gave you the address to write to concerning the now defunct Turbo Soft,

many of you took it upon yourselves to write to them with complaints about certain other seemingly unscrupulous outfits. Right idea, wrong address! Could you instead, they implore, contact your own local Trading Standards office (find out where in the phonebook) with any woes 'n' worries. At the moment they're very kindly forwarding all the 'out of area' letters they've received to the appropriate offices (so if you're one of the readers who wrote to them by mistake, worry not). But if

much more misdirected mail makes its' way to them they've assured us that it'll be sent here to ZZAPI Towers for re-addressing. We envisage that it'll take up so much of our time that we won't be able to put the mag together so BE WARNEDI (And it any of our rivals plan on deluging those nice folk at the West Midlands TSO with 'out of area' enquines you'll have Bash the Barbarian to contend with. So there!).

o you ever wake up in the middle of the night wishing you had some pictures of Dizzy? You do? You sad individual! Oh well, never mind, you'll be glad to hear the Codies have just released a set of 16 cards based on those Dizzy dudes, and there's one in every CodeMasters game (if you've got £64 to spare, you can collect the sett). Like those crappy football stickers you get from newsagents, you can swap duplicates with your friends. Or I you haven't got any friends, Codies will swap them for you - aren't they nice? Further series are planned, so watch this space for details







TURRICAN KIXX

asl month we reviewed the brilliant Turrican II rerelease, a 96% Silver Medal. Unfortunately we attributed it to The Hit Squad, when it's actually a Kixx release — sorry guys, the person responsible has been duly castrated.

just enough give, the fire

can be without producing

accidental shots, and if you

buttons are as sensitive as they



THE READERS' TOP TEN

- 1 (8) Turrican II (Kixx)
- 2. (1) Creatures (Thalamus)
- 3. (5) Emlyn Hughes International Soccer (Touchdown)
- 4. (-) MicroProse Soccer
- 5. (7) Smash TV (Ocean)
- 6, (3) Alleykat (Megatape 26)
- 7. (2) Last Ninja III (System 3)
- 10. (4) World Wrestling Federation (Ocean)
- 9. (-) Super Seymour Saves The Planet (CodeMasters)
- 10_ (-) Indy Heat (Storm)

PHIL'S FAVE FIVE DISHES

- Meat pie, gravy and chips
- 2. Fish and chips
- Lasagne and chips
- Curry and chips
- 5. Pizza and chips

Send in your chart votes on this simple form and you could win £30 worth of software, like spawny Andy Holgate from Ashton-Under-Lyme. His fave game is Emlyn Hughes International Soccer (impeccable tastel - Phil)

don't like the trigger-mounted
- at 111

fire button you can even switch it off! A king among joysticks, looks like a Volvo, plays like a Rolls-Royce Buy it!

9.5/10

A typical cheap-and-nasty contraption, the curiously-named (F) QJ I Turbo looks and feels like it plays — badly! You get what you pay for I suppose, but don't you think it's worth forking out for a decent one? (Nice strong suckers though!)

4/10

Last but by no means least is the (6) Megastar, a huge chunky thing with a very stiff stick. This is the sort of stick you either like or you don't, and I must confess I didn't, but those who like giving their tool loads of wellie will love it.

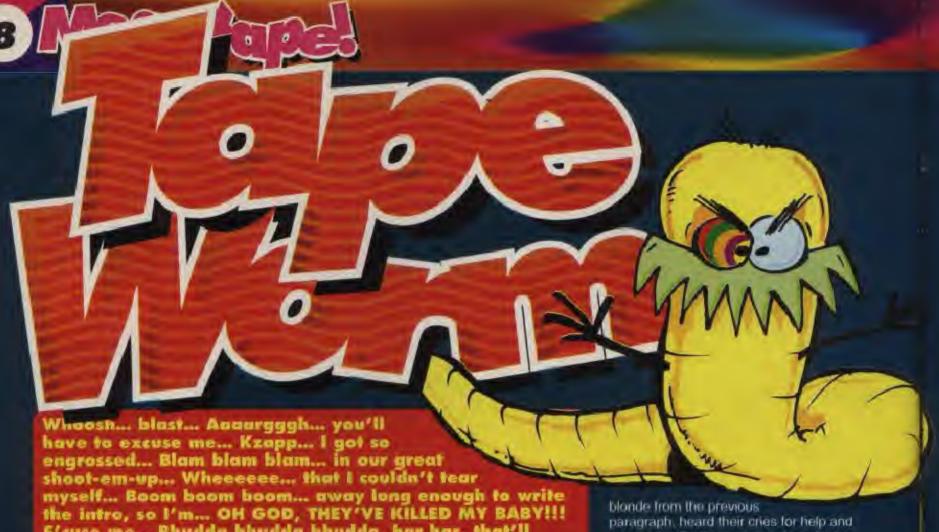
the (H) Russel Hobbs Super Deluxe is one wild piece of plastic! Nice comfortable handle, though the firebutton is a little unresponsive! Where it really comes into it's own is when making a nice cuppa between multi-loads - lovely!

11/10

At the end of the day there are only two types of joysticks — the ergonomic flight-grip jobbies and the stick-with-a-button-on-the-side type. Silly, gimmicky designs should be avoided like Commodore Doormal. Spectravideo have kept the bullshine to a minimum and produced a very impressive set of sticks, with finger-fouling bodies and pointless features left by the wayside. If you're too tight to pay for one, check out the compo on page 28.

MY TOP THREE G	AMES ARE:
3	*****************
MY FAVOURITE V	VRESTLER IS
NAME	
ADDRESS	
Committee of the Commit	***************************************
POSTCODE	

ZZAP! 64 No.86 1 July 1992



engrossed... Blam blam blam... in our great shoot-em-up... Wheeeeee... that I couldn't tear myself... Boom boom boom... away long enough to write the intro, so I'm... OH GOD, THEY'VE KILLED MY BABY!!! 5'cuse me... Bhudda bhudda bhudda, bar har, that'll teach em! Where was I? Oh yes, I'm playing the game with one hand and typing with the other! I'm hanging on by my teeth here! As well as the masterful Insects In Space,...ch no, they're back — Khlam, khlam, kblam...we've also got you... OH HELL, NOW LOOK WHAT YOU'VE GONE AND MADE ME DO!

(What Tape Worm's trying to say is look out for Insects In Space, one of the grooviest games ever to appear between two spools, and we've got it on the Megatape! Not to mention Glider Rider, a low-ridin' high-flying bomb-'em-up featuring cracking 3-D graphics and supasexy gameplay. In addition you'll find a neat never-seen-before game featuring some of the snazziest sprites since bog-knows when, and a big, bad Bug Bomber demo, playable of course! — Ed.)

INSECTS IN SPACE

(21st Contury Entertainment)

boopie doo-da, a former ZZAP!
Sizzler on the Megatape!
Insects in Space is a brilliant.
Deterriber clone, with zippy graphics and loads of added features. So what's it all about? Read on

Once upop a time, deep in the heart of Germany, there lived a rather well-endowed woman called Helen Bak (although her bont's by far the more impressive!) She lived and died in obscurity, and was only prevented from being lotally being when a load of aliens invaded Earth a few thousand years after her death, quickly demolishing defences and generally kicking serious bottom. Trouble is, in their haste they missed a tiny insignificant valley in the middle of the Rhineland... (Does this sound like Asterix to you? Just a thought.)

The insects' deadly poison didn't affect small babies living in the valley due to their diet of grape juice (?), so they alone survived. St Helen, the long-dead buxom

blonde from the previous paragraph, heard their cries for help and returned to Earth as an angel in a last desperate bid to save mankind (sigh — shoot-'em-up scenarios are sooo original). Armed with laser eyes, a nifty pair of wings, and an even niftier pair of (er, yes, thank you — Ed), your task is to rescue the kiddies and blast the bugs. Neat, eh?

Controls

Stap that ubiquitous joystick in port 2. On the title screen, FIRE starts the game.

In-game keys

RUN/STOP STOP Q SPACE Pause the game Continue play (When paused) quit Smart bomb

Adjust sound filter setting upwards. Adjust sound filter setting downwards

Fire in short bursts activates Helen's laser eyes, holding it down generates a dust cloud — enter it white holding lire to teleport to whem one of your babies is being filched. Enter it without pressing the fire butten and you access the supadupa-mega Extra Benus Facility — more on this later.

Save the children

St Hirlen has to stop the bees buzzing off with the babes. If she blasts a bee while it's holding a baby, the wee mite will fall to avoid a splodgy mess, catch the





CHOER RIDER

(Grandslam Video)

e flies through the air with the greatest of ease, that daring young spy as he bombs the machines... not exactly your run-of-the-mill, genteel hang-glider trip, is it readers? But then Glider Rider isn't exactly a run-of-the-mill, genteel game!

The Abraxas Corporation, a bunch of no-good arms dealers with more money than the Malia — and fewer morals than a mole on a putting green! — are plying their deadly trade from the curiously named EoOs island, a man-made plastic construction that's invisible to radar. The world council, in its wisdom, has decided the Silent But Deadly squadron should deal with them... this means you!

You arrive on the island with a motorbike, a hang-glider, and a fistful of grenades. Your task is to find each of the ten reactors scattered around the island, take to the skies, and bomb them out of existence.

Needless to say, they won't take this lying down — you start the game with 100 energy points, and the reactors' auto-defences will be doing their best (worst?) to reduce it to zero! Each reactor is defended by an automatic laser base, and the only way to avoid being frazzled is to drive into the telegraph pole thingy next to it before taking off — this temporarily confuses the laser, enabling you to do the dirty deed. Be quick — take more than half an hour and your rescue sub will bog off without you!

Mission briefing

ABRAXAS CORPORATION

HQ: EoOs Island

Activity: Production and distribution of arms and other hi-tech military equipment to anyone with the ability to pay. Nice chappies, aren't they?

EoOs ISLAND

Location: Pacific Ocean

Description: Revolting plastic construction, but invisible to radar and very well defended.

Intelligence: The island is disguised by use of nylon and polythene trees (a bit like Milton Keynes). Power comes from small nuclear reactors. The main building Geiger counts suggest that two reactors are housed within it to provide emergency backup.

MISSION DETAILS

Codename: Paethon

Background: EoOs is incredibly well defended apart from the distributed power network. It is therefore essential that these reactors should be knocked out, one by one, before the unprotected backup reactors are destroyed within the main building.

Method: SBH Hang-Glider unit and use of motorised bike will allow terrain movement and glider can be used for elevated bombing.

Equipment: Mark 5 Glider and collapsible E37 motor bike. Engine can be removed after mission, and attached to the glider to provide a microlight aircraft for escape purposes. Nine standard hand grenades.

OBJECTIVES

Primary: Destroy the ten external reactors and rendezvous with awaiting submarine.

Secondary: Find more ammunition on island and destroy as many operatives and operational buildings as possible.

Defences

Reactor: Ground-to-air lasers. Can be disabled.

Main Compound: Very heavily defended — may be impenetrable.

Sea: Appears to be shark-infested - don't swim!

Key controls

It's possible to change the key definitions by pressing R then allocating the keys you wish to use for UP, DOWN, LEFT, RIGHT and FIRE. The default settings are:

Fire Space Left O Right P Up Q Down A

To launch the glider, drive onto a hill and quickly reverse the direction of movement,

poor thing and return it to the ground. A landscape is illustrated both above and below the playing area — return upright bables to the bottom: inverted ones to the top. When a baby talls to its death, the bee will give birth to a try in its excitement (I'd love to meet its gynaecologist!). These are hard to see and zip round at an incredible rate, so beware.

Big booby prizes!

And now the bit you've all been waiting for — the Supa-dupa-mega Extra Bonus Feature Capability!

Insects In Space inspired these snippets of purple prose back in

Issue 59:
'An excellent variation on the Stargate theme...' — Stuart Wyone.

'A good, solid, brain-off fire-buttonat-the-ready blastl' — Robin Hogg. And, more recently, 'This is a £\$%&ing good game, innit?' — Steve Shields. St Halen can carry more than one baby at a time, and if she has enough she can save them by entering a dust cloud without pressing fire giving her a special dower-up depending on the combination of upright and inverted babies carried. These are

	0	1	2	3	4.1	5
10		paints	extra baby	power	no bullets	-
7	paints	extra traby	battam power	shield		three levels
2	extra baby	top power	bomb		skip three levels	skip tour levels
3	top	shield		skip three levels	skip faur levels	skip Tive levels
4	no bullets		skip three levels	skip four levels	skip five levels	skip six levels
5		skip three levels	skip four levels	skip five levels	skip six levels	skip seven levels

If you're scratching your head wondering what 'top power' and 'bottom power' (phrrtl) means, don't — you'll only get dandruff! These tabbiest of tabby power-ups give you a cherub to aid you in your quest, sitting above or below the main sprite, firing away with Saint H.

BUG BOMBER

(KingSoft)

r's bynamic demo time again folks, and this bug (er?) is gonna blow yer brains! A generous 20 levels of this brilliant bug-blatting bonanza can be played, and this is how you go about it.

Firstly, we should point out that our special demo version only enables players — as many as four







at a time — to compete against the computer (the full version allows four players to battle it out between themselves, over a hectic hundred levels!).

In One Player Vs The Computer you'll find five fairly easy levels to complete. Two Players Vs The Computer offers a different live levels and so on up to four players — making a total of 20 different levels in total

Once you've decided how many people are to play, it's time to blast some bugs. There are a variety of ways in which to achieve your aim, and these are the joystick commands available:

Fire with joystick centred — Places a block of your own colour (prevents enemies from passing, unless they blow it away with a bomb).

Fire and 'up' on joystick — Drops bomb (annihilates anything on the four adjacent squares and the one it's on, including YOU... so move it!).

Fire and 'left' — Places a mine (detonates if an enemy stumbles over it or after a variable amount of time if one doesn't... has no effect on you).

Fire and 'right' — Drops thunderbolt (slams into any enemy in its path over ANY distance in a straight line, or dissipates it no enemy is foolish enough to cross its path).

Easter comes but

Fire and 'down' once — Lays energy egg (only replaces as much energy as it takes to lay in one-player mode! Useful when competing against other players, though).

Fire and 'down' twice — Lays painter egg (changes enemy eggs to YOUR colour once hatched Nitty!).

Fire and 'down' three times — Lays cruncher egg (destroys blocks of your own colour... caution is advised).

Fire and 'down' four times — Lays hunter egg (attacks strongest opponent upon hatching, hen hen heh).

Fire and 'down' five times — Lays killer egg (killers rumble about attacking your opponents, and are even capable of dropping their own thunderbolts. Heavy duty dudes).

Each of the functions you can perform costs energy points (as does contact with enemies). You start with 100 energy points and, although this seems like plenty, you can all too easily be caught with your proverbial pants down. Obviously, the better the function the more it costs, so a bit of factical thinking is required if you're to get really good!

A little smiley lace next to your icon

SUBSONIC

(Haydn Dalton/Mike Ager)

or, ZZAP! has such delebrity readers. Both Haydn and Mike used to work for the famous Software Creations programming house. Now they we come up with this great blast-'em-up, exclusively for the ZZAP! Megalape! Fast, interesting, and above all playable. Subsonic also features a

collection of dazzling sprites that are almost too good to blast. Almost!

You control a standard Space Invaders-style starship, your mission being to boldly blast through 31 tevels no man has blasted before — could well take you five years (oo! Controls are as follows

On Title Screen

Up Music Down Sound FX Right 2 Players Left 1 Player

In The Game Run/StopPause

O (in pause mode) Ouit

Power-opt

S Speed Up
P Bullet power
D Diagonal Shot
E Extra Artillery Droid

Power-ups are cumulative, but gather too many of a single type and you lose yer lot!

represents 'IO' level; the happier he is, the brainier you are — and the more intelligent player will spawn the deadliest hunters, killers, etc. Extra 'IO' and and energy ('EN') icons crop up at random on the playing

area... strictly first come first served, so be quick!

Finally, if three or more of you are playing at once (and you don't own a special joystick adapter), here are the keyboard

commands you'll need:

Left-Hand Player — Q = Up,

Shift = Down, RUN/STOP = Left,
S = Right and Space Bar = Fire,

Right-Hand Player — @ = Up,
/? = Down, := Left, ; = Right and

Shift = Fire.

Phew! It sounds more complicated than it is, honest! If you turn to the review on pages 58 & 59 it might (just might!) make things easier... g'luck!



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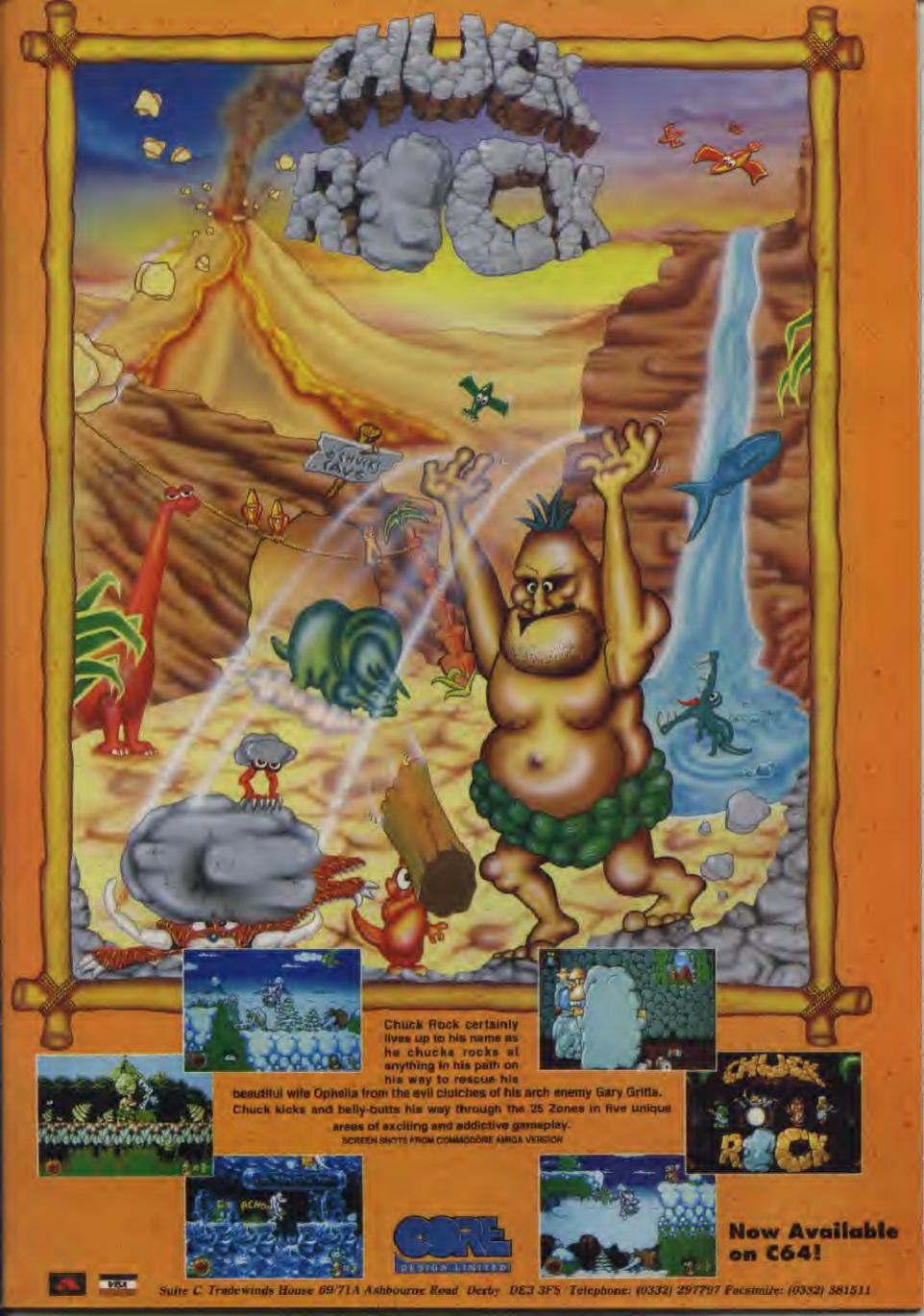
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12 SASANA A Playing area

© US Gold, £11.99 cassette, £16.99 disk

He cracks a meaner
whip than you-knowwho, wears dafter hats
than Paul Mellerick,
and he's... greener than
David Icke? Come
again, IAN OSBORNE?

ost relics, mutter mutter, Nazi thugs, mumble mumble, a complete prat with a cowboy hat glued to his head...

Let's face it folks, if you've seen one Steven Spielberg fantasy you've seen 'em all, and never was this more true than with the Indiana Jones saga.

In Raiders of the Lost Ark he recovered an ancient artifact, killed a few Nazis and failed to get his end away. In Temple of Doom, he recovered an ancient artifact, killed more Nazis, and failed to get his end away. In The LAST Crusade (wish!), he recovered an ancient artifact, killed yet more Nazis,

Level six and Indy's got to Atlantis at last!Wonder if he's gonna buy some bedding while he's here?!

B -Compass Energy bar G MONTE CHRLD CASINO Timer 00000000 ERDY SOPHER D - Other E - Icon Current character's character played (Indy or Sophia) status

and he DID get his end away! Plus ça change!

To date the Indy games've been as bad as the films, but with The Fate Of Atlantis destined never to reach the silver screen, the way is cleared for US Gold to release a real cracker... or is it?

It's 1938 (the year Corky was born), and Indy has come across a couple of artifacts: a

Minotaur and a bead. This, he believes, is positive proof that the lost continent of Atlantis really existed. Being an Indy film, these bits and pieces are inevitably pinched by a nasty Nazi in search of a wonderweapon to blow away the Allies in next year's war. (It's amazing what hindsight does to film plots, isn't it? Indy must've been the only Yank who anticipated

Wheel of fortune

The game begins with Indy and his everpresent sidekick Sophia in a Monte Carlo
casino, where they must win enough money
to buy weapons and artifacts from a
crooked dealer (aren't they all?). Pocketing
the dosh isn't too difficult as the roulette
tables produce a set sequence of numbers
— bet \$0 until you've sussed it, then make a
serious pile. One romp through a Nazicontrolled naval base later, and it's board
that sub and hit Atlantisl

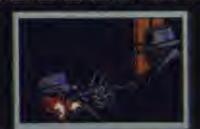
Although the action is spread across a healthy six levels, each one is very similar to the last. The challenge presented by each is pretty straightforward, usually involving finding a set object and putting it in a certain place. Played on a 3-D isometric backdrop, you control both Indy and Sophia, toggling between them at will. Each character has a limited amount of energy, depleted by being punched in the mouth, shot at, or just plodding along — Jeez, I know Indy's getting on a bit, but surely he's not that decrepit? Objects are manipulated using a well-thought-out icon













do stapped Ulicencel out of the

Wof, No Film?

Indiana Jones And The
Fate Of Atlantis was to be
the fourth movie starring
Harrison Ford as the whipcracking wally, based on
the original story by Hal
Barwood and Noah
Falstein. Allegedly afraid of
being typecast (aaahhh), the
big H decided he didn't want to
do another Indy film — not that this
stopped US Gold snapping up the game

movinc ensisting the property of the property

 Level two at the naval base, and Indy's after a sailor! Sorry, I mean tailor, that fedora needs a perk-up!

system, and if you're not keen on the view you can always change the camera perspective.

Sunk without trace

The movement system's a bit strange. Whacking the joystick left or right rotates your character Asteroids-style, and pressing 'up' makes him or her take a hike. Blimmin' annoying for the first few plays, but you soon get the hang of it. Pity the combat system isn't as good. When chased by a Nazi (the green guys who look remarkably like Indy), select a whip or fist icon (better weapons are available later on). If he catches you, you're automatically turned to face him, then knock seven bells

• Get your sea dog legs on pal, 'cause it's level four's submarine adventure!



out of him by either pulling back on the joystick or hitting the 'use icon' key, it's up to you. There's no skill involved and your enemy soon hits the deck, though not before taking a sizable chunk of your energy. Trouble is he's only stunned! A fallen foe drops life-giving chocolate (!), but stop to pick it up and the Nazi recovers and beats you up again, so you lose the energy you just gained! So whaddayado? High-tail it outta here! Alas, that won't do you much good either, as he ALWAYS recovers quick enough to give chase.

The graphics are functional, but far from dazzling — each level is fleshed out in various shades of monochrome, making the green characters look like the Incredible Hulk. The animation's not much to write home about either: again functional, but definitely unspectacular.

There's something about Indiana Jones And The Fate of Atlantis that makes you think you're in for a really great action adventure. It's got that indefinable something that makes you think it's your fault when this fails to emerge — it isn't! Indy is a very dated collect-'em-up with very little to collect, and a hopelessly under-exploited

puzzle element thrown in for bad measure. Not a mega-disaster like Temple Of Doom, but not recommended

either.

out for The Incredible Hulk people! (That's the green ones to you!)





But we named the dog Indiana' (to quote a very famous white-haired Scots actor), and for the latest Indiana Jones game this is very apt. Indiana Jones And The Fate Of Atlantis looks to me like one of the little messages indy the dog dropped. The big question on my mind is why are indy and various other characters green? Perhaps indy lost all his cash in the Casino and is feeling a bit Uncle Dick.

The intro sequence is very impressive, though. Indeed, on the strength of it I assumed this'd be an excellent game (and monkeys might fly outta my butt). To be fair there's a decent game in there somewhere, it's just that someone didn't provide a big enough shovel to dig it out. Okay, you might be the type of person who enjoys this 'wander around and search every nook and cranny style game. Personally it bores me silly. especially as the action is as fast as my Granny on her Zimmer frame. Nice intro, icky graphics and confused gameplay. what more can I say?













a spy working for Dr Ubermann, a German scientist who has discovered, through

ondonbao

SONI

the artifacts, that Atlantis is a source of great power.

Be hip, wear a sack

The race to get to Atlantis is on, but you don't have to go there to have a chance of winning one of these great prizes. US Gold

have generously donated five snazzy genuine leather hip sacks (they were called burn bags in my day), for the lucky winners of this comp. Yes, now you too can be Indiana Jones as you search the world for priceless treasures, snog loadsa sexy girlies and battle with the Nazi hordes. Well maybe not, but at least you can impress your pals with your whip-cracking skills as you swank around wearing your booty. All you have to do is whip out your biros and answer the following questions:

- 1. Which famous artifact did Indy chase in Raiders Of The Lost Ark?
- Who played Indy's father in the last film?
- 3. Harrison Ford played a space-faring mercenary in a trilogy of excellent movies. Name the character.

6 Win on ultra-hip hip sack! Hip hip hurrah!

Lilling

HONTE

CHELD CASINO

EDPHIR

00000000

a-de-da-da, da-deda Yeah, who can forget the fedorahatted, bull-whip-cracking hero in the Indiana Jones trilogy of films? The 1930s were a time of adventure and brave stubble-jawed heroes, and they didn't come much braver than Dr Henry Jones Jnr otherwise known as Indiana. As the Nazi forces were gearing themselves up for World War II, Hitler scoured the world for ancient artifacts he believed would help the Third Reich win the war. But Indy was always one step ahead of the Germans (he even beat them to the sunbeds). In the first and third movies he kept two very important historical finds out of the

hands of evil. Even though there's no chance the latest game Indiana Jones And The Fate Of Atlantis will be placed on celluloid, it's a ripping yam in true buckle-swashing style. It's 1938 and artifacts that point to the existence of Atlantis have been found. Two are in the possession of Sophia Hapgood, a long-time 'friend' of Indy. A thief relieves Sophia of her artifacts, but Indy allows her to tag along as he searches for the fabled island (yes Atlantis). The token bad guy is

Klaus Kemer,

So sling ver answers onto the back of a stuck-down Brivelope or a postcard and Send it to WHORE YOU CALLING BUM BAG. SCUMBAGI? COMP ZZAPI, Caso Mill. Leidlow. Shropshire SY8 UW. And whip it in no later than 14 August or the Nazis will beat you to III



The first of the

Welcows, builts and gentlemen, to the secondary, to the real execution, to the real execution, to the real execution, but the factor of the first secondary, and to the factor of bearing chart, and expected on one of the factor of the factor



CHAMPIONSHIP WRESTLING

This crusty clincher's really showing its age (over five years!) now. So much for long, crowd-pleasing bouts — these fights are usually over within ten seconds! And



if you lose any bout.
Alternatively you can practise against any computer-controlled wrestler, or up to seven friends in the multi-player mode.

Sadly, most will find it frustrating and over far too quickly there's no satisfaction from such a short grapple.

345%

although there's a total of 25 moves to access (via a complex control system), I found I could win most of the time by just punching and kicking till my opponent's energy was low. Then jumping on him to pin him down. Trying to do anything else is frustrating as the control system's too tricky for its own good.

The quickness of the bouls makes the multiload even more painful. It's needed to load in two of eight wrestlers plus their animated prematch portraits and comments. As with WWF, each wrestler has a special move, but this time there's no waggling, just combinations of fire and directions to achieve the various moves.

In the championship you fight each of the other wrestlers in succession — game over

MICROLEAGUE

ong before Ocean's WWF there was another official World Wrestling Federation licence. But Microleague isn't in the same league as its supreme successor.

For a start, there's no arcade action. This is, in fact, a very crude strategy game. All you do is select a move from a menu of manoeuvres and hope it beats your opponent's selection. The winning move is then played out via a sequence of indistinct digitised screens.

Which move succeeds depends on each grappler's level of damage sustained, their 'Relative Dominance' (shown by a bar) and the probability of completing that move

WORLD WRESTLING FEDERATION

he cream of wrestling sims will have you creamed in no time! I'm telling you, folks, this is a real joystick melter, 'coz the success of your grappling largely depends on waggling like mad and hammering the fire button too. By the time you've got your opponent held down for a count of three, you're literally dripping with sweat!

You get to play any of three 'goodie' wrestlers: Hulk Hogan, Ultimate Warrior

or British Bulldog, In oneplayer mode you take on five progressively more difficult (but not that difficult) computer wrestlers: Mr Perfect, The Warlord, Million Dollar Man, The Mountie and Sergeant Slaughter. Each grappler has a special move of his own (eg Sergeant's Carnel Clutchl), plus all the usual punches, drop kicks and flying kicks. You can even climb onto the ring posts for a superleap, or battle away outside the ring.

The action really hots up when the wrestlers get into a

clinch. A joystick icon below the play area indicates this is the time to waggle like mad to increase your grapple strength — the first player to reach maximum performs his special move. Get knocked to the canvas and you must hammer the fire button to get to your feet before your opponent pins you down.

It's all good clean fun, especially in two-player mode which is a real contest of wills (and joystick endurance!).

All the moves are excellently animated, and the wrestlers even look much like their real-life counterparts. Presentation is as glitzy as the real thing too, with an effective intro (searchlights playing over a crowd), some nice wrestler portraits and the essential prematch trading of insults!

WWF beats the competition to a pulp. It'll certainly have you grunting and groaning for more — there are few more enjoyable ways to build up your biceps!



90%



(some are more difficult than others.

Of course, all the top WWF wrestiers are method along with their on galory pre-match interviews: but the action scori pets repetitive. As soon as one lighter starts to down hate, he's highly likely to win due to his increased ability to perform the moves

Microleague's simple strategy is far loc lightweight to have you hinned to your

ROCK 'N' WRESTLE

ne of the eathest attempts at enverting wrestling (six years agot)
and definitely one of the worst. Once again there are a large number of moves (24), but only lour of these are available at any time, depending on the situation. The general idea is to punch and kick your opponent's energy down. Then pick him up and throw him with a spot of joystick waggling Trouble is, the nine computer opponents seem to have superstrength even when down to zero energy they can still lift you up elfortlessly and linish you off!

Of course, there's a two-player mode in there, but Rock 'N Whistle plays as bad as it looks. And boy, does it look bad! Talk about chiselled features, the wrestlers look they were carved out of concrete by a cubist sculptor. Sound is just as primitive. even including a garbled attempt at digitised speech for the referee's count Don't bother with this huge bely flop

on the tempted by the 'tag' novelly. this is utter tripe. The wrestlers hobble round the ring so badly they could do with Zimmer frames. And the gameplay's just as clumsy. The follar-blow for all combat games strikes again: yes, repetitive move syndrome. You can successfully use the same move time after time to beat opponents with less intelligence than a harmin

The inclusion of collectable weapons reveals what this really is: an adapted beat-em-up, and a piddle-poor one at

15%

ring gym and back street and well-arymated righters. If six

ANK BRUNO'S

ny contaback by this clinia is a bit Lence) the arreant Purish Outcomed, this has eight computer opponents with vastly different fighting styles - Fling Long Chap evalt over kicks

game list the the real aying bull trighty appealing with some nuce backbries (me

The action is viewed in 3-D, from just behind your Doxor (Frank, of course!) Thrend's no moving around the find (neval Brund's strong point), just choosing from a selection of punches, left right hooks, labe. appearants and Frank's famous knockout

Both boxers have a power bar which increases every time a blow is successfully landed, get hit and it decreases. When it reaches maximum you can use your knockout punch to deck the other gay.

Issue 59 Line Barry MaGugan Lincludes 8 framing section, but here this

For starters, warm up with a bit of skipping — time if nght or get your legs tangled up! On the punchbag you waggie chythrologily to hit if as many times as possible within the time limit. The sandbag is the most swiftly exercise you have to remeat a sequence of puniches printectly

involves some most sittade sequences

As well as impleying your fighter's state this also helps you get used to the controls not that they re that complicated. By pushing fire with Jaystick arrection you can da lathight books, tabs, body blowuncercuts and the tastefully named follow puncti. This knecks dewn your opponent — if he is get little energy left for probably won't get up in time to best the count. To detend shaers) this and other nunches, you can guard your head or body, or even do same dancing!

If you can't knock your opponent out, you can still win on paints at the end of nine three-minute rounds. Victory enables you to challenge a tougher opponent — beat the top guy to become world champion. Of you can practise your pugilism on a friend in the two-player minde.

Either way the action is very realistic with lots of strategy. the computer boxers cortainly risk using the same move on them too much it's a tough



BARRY MCGUIGAN WORLD CHAMPIONSHIP BOXING

 gor old Bazzer, he's had a lough time of it littely. It was bad enough losing his title in Sleve Cruz in a Las Vegas car park, but now Barney Eastwood's taken him to the cleaners for a bit of badmouthing (I thought boxers were supposed to do that!). I'm sure the £600 000 libel award will go some way to alleviating poor old Barney's upset wish someone would had-mouth mel

(You've gor it, git features! — Ed) Oh wall, at least Barry's computer game's still the champion, holding the fitte for an incredible six years. Okay, so the apposition is been only marginally better than Bruno's, but there's certainly no sign of brain damage here. Gameplay's still as sharp as ever with a powerful hook.

You don't get to control McGuigan himselt — in fact, he's one of 19 fighters up against you. Before you start your rise to glory, you must 'assumble' your boxer. cheesing his personality, fighting style etc.

Challenge another tighter (at first, only the world two boxers are available) and it's time to do some training. By allocating units of training time to live areas (light bag, hoavy bag, shopping hag etc.) you can improve various physical aspects

The light linker place in a pseudo-3 D ring with the well-animated boxers shown side-on. Combinations of joystick direction and fire allow process to nine possible moves, including jabs, uppercuts, hooks and the delension quard up

It's very playablorstuff, and the computer opponents all have different styles so you really have to box clever Alternatively you can punch a Ineno's lights out in the neal two-player mode which also allows both of you to challenge computer opponents. If may be old, but Barry McGuigan's still a classy lighter

85%

of the most serious sim in the world. this has two big cartoon sprites hammening away at each other. There are live computer opponents, each with their own fighting style and Superblow, eg Dip Stick does a below-the-bell Jobbie

All the moves are humorously animated, with your boxer being deformed by a Superblow, Eight manoeuvres are available including the laking of punches and raising/dropping of guard. Bouls are three rounds long and knockouts apart, won on points awarded for successful punches

Fight Night's still very amusing, but it's showing its six-year age a bit now. The animation's on the sluggish side, and the actions of your lighter seem a bit detached - somehow you never really teel you're in control.

Nevertheless, it's still a good laugh

with two players, and the disk version's elevated by a 'round robin' tournament and boxer construction set, allowing you to literally bulls your own fighters with various body parts!



compilation

matches.

same time trying to find gaps in your opponent's defence

It all works about as well as an inflatable dartboard. The factical approach just isn't successful - I did just as well with all-out manic punching. Oh well, it never did Nigel Benn any harm!



FINAL BLOW

narri But spending your dosh on this seedy sim ain't funny. Those huge sprites look great static but their animation. isn't so hot - there aren't even any knockdowns, they just crouch in agony!

The simple slugging action's less of a contest than your average Frank Bruno fight. Just keep jabbing continuously and the thickie computer opponents keep walking straight into your fist! This quirk also ruins the two-player game, as no-one is willing to attack!

BY FAIR MEANS

ust like Cassius Clay, this changed its name to *Pro Boxing Simulator* for its CodeMasters rerelease (I didn't know the Codies released Muhammed Alif

Actually the original title was more sultable as this version of boxing allows the use of kicks and head butts! But only when the ret's not tooking, which is quite often as he regularly falls asleep (no doubt the result of watching too many Bugner fights). This is a good way of reducing your opponent's energy, but it a foul blow is spotted, one of your live lives is removed.

Probably the oddest thing about the game, agen from the purple-coloured lighters, is the way boxers get up for the next round even after being counted out

It's not exactly the most sophisticated or realistic boxing sim around, but the cheating aspect is a lot of fun. Sadly there's no two player game, though the computer opponents are pretty tough:

enjoyed playing it, at least for an

sophisticated sim around, with a minimal

number of available punches and moves.

Rounds are usually closely contested and

As well as punching the other bloke's

lights out in the side-on arcade section.

you get to choose his training between

but it has a simple sort of hookability.

fights often go the full distance with a

panel of judges giving realistic scores

afternoon. It's hardly the most



his pathetic punch-em-up has no cred whatsoever. Especially in the graphics department - the boxers look awful, all with shaven heads, grubby vests and baggy trousers (from the Chris Eubank school of fashion, perhaps?)

You get to train up to five such fighters, depending on how hard you waggle to hit a punchbag. This is the first of three multiloaded sections. Next you get to spar before finally taking your gang out onto the streets to fight all-comers. No ring, ref. or rules here, just crude beat-lem-up bilge

trouble is, he gets up the first two times.

The limited gameplay gets repetitive while graphics are on the crude side with quite a bit of glitching on the large sprites. Not really a top contender any more, know what I mean. 'Arry'

don't think this was ever released on its own, but was recently included on Activision's disk-only Power Hits

nother attempt at 3-D, toe-to-toe fighting with an innovative split screen showing frontal views of both fighters. The large boxer graphics are pretty smooth, but you're likely to get cross-eyed trying to watch both displays simultaneously! On one hand you have to move your guard around to defend your face and body, at the

ASTATING BLOW

he lowest blow of them all. It must be the easiest game ever; just stand still, punching away and you win by a firstround knockout - every time! The fighters looking like anorexics with varicose veins, and the ring is a pukey, eye-burning yellow monstrosity. Devastatingly bad

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Useless fact no. 12653: Aardvark is the first word in the dictionary (unless you're holding it upside down, then it's zymurgy). It's also the hero of the latest Thalamus game. MARK 'SCRATCH SCRATCH' CASWELL gets ants in his pants...

E ZZAPI 64 No.86 B July 1992

infiltrated Santa Claus's toy factories at the North Pole, and has planted loads a bombs. Now big alarm clocks with wires attached would attract attention taster than a stripper at a Sunday-school picnic.

so these explosive devices are disquised as penguins (the birds, not the choccy

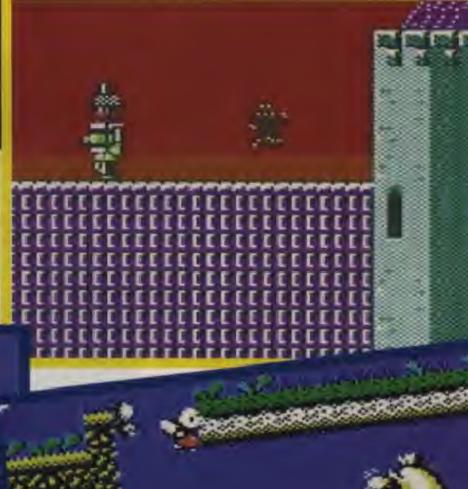
fanfare please) RoboCod, several pounds of old Juna fish tins held together with double-sided sticky tape. With his awesome RoboPowers, our hero has to defuse the bombs and save the toy factory. Check out James Pond II. Codename RoboCod when it hits the

PENGUIN

streets (with a hofty thud) very soon, priced £11.99 cassette, £16.99 disk from US Gold Programmed by Genesis Software (the

quys who brought you Spike In Transylvania and CT's Eleptient Antics). Nobby The Aardvark will be released soon on the Thalarrus label





here have been several games where you play a furry creature of some description, but a scruffy anteater with a hooter the size of an elephant's is a first on me. The character in this game is Nobby (good name for a burglar as well), who races through the multidirectional scrolling, platform-laden levels, avoiding being sent to aardvark heaven by attackers. He starts off unarmed, but every time he passes an ant hill he sucks up the inhabitants so he can spit them at aggressors (this also gives loadsa bonus points).

Attackers include squirrels, birds, sentient airplanes, raccoons of bees. Nobby kicks off with eight lives, but these are soon depleted when he's hit by meanles.

platform leaping though: Nobby pumps up and down on one of those manual railcar doobries (excellent animation), and then takes flight in a red hot-air balloon — and they said pigs would fly!

■ ZZAP! 64 No.86 ■ July 1992



After starring in
Seymour Goes To
Hollywood, our spudheaded pal is back in
the limelight. So
MARK 'CUNNING
STUNTMAN' CASWELL
says 'lights, camera
and action' for
Seymour's latest
escapade.

Stunt Man Seymour takes the bucktoothed one to several film sets as he stars in yet another Hollywood

epic. In each, Seymour leaps and bounds through platform-filled screens to kill a fat sod at the end (no, not Phil).

The first location is the Wild West, with vicious Indians and nefarious gunmen to contend with. Lucklly Seymour isn't as helpless as he looks, he carries a gun loaded with 'good guy' bullets (ie they're unlimited) and very cautiously lugs around ten bombs. As the



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EUROPEAN ORDERS MASTERCARD EUROCARD

G'day my flaffy little polka-datted halibuts,
it's another fun-filled day at ZZAP! Towers.
Fatry Fil is staring into empty space (his lunch box) and lan is trying to grab screenshots on the Mac (but they keep running away). Steve is attending an important meeting [read: 'down the pub'), and me... I'm listening to some classic Madness tracks on me Walkman (or should that be Walkperson?). After a rainy start, the summer is officially here (at the time of writing this intro anyway) and Bash, our friendly neighbourhood Barburian, is out trying to find a virgin to sacrifice to celebrate the fact.
It's something to do with his pagen beliefs, it may have worked several millenia ago but we're a bit more civilised now. I didn't have the heart to tell him that virgins are about as rare in Ludlow as the sight of Phil King at the local Weight Watchers meeting. He'd probably have cut my head off with that bleedin' great stone axe he carries around everywhere — he even sleeps with the damn thing under his pillow. You certainly don't need locatives with that guy around (phrri), but enough of the wattle it's on with the tips (about bleedin' time, hic! — Ed). I'll see you at the outro.

TURBO OUT RUN

Kixx

These handy driving tips first appeared in Issue 58, so shove the key in the Ignition, put the pedal to the metal and drive like a bat out of hell. Alternatively, dig out yer copy of *Turbo Out Run* and find out how to complete the game from New York to Los Angeles.

New York — Nothing to worry about, just use two turbos down 5th Avenue. But watch the narrow roads around the halfway mark, especially with cars milling around.

Washington DC — There are two sets of barriers to turbo through, along with several jumps. The police are out in force along with quite a few twists in the road, so DON'T turbo until you're through the danger areas. Pittsburgh — Don't turbo after the second tum, it's a very sharp bend to the left, so slow down a little. You can just get away with nicking the edge of the road at this point without crashing.

Indianapolis — This is a short course but there are some vicious turns along the way, particularly at the start. The first bend is to the left and isn't too bad, but for the second bend (another left) it's a wise man (or woman) who slows down. As ever, time is tight when you approach the checkpoints,

so be safe and slow down rather than take unnecessary risks.

Checkpoint I — It's a good idea to get hi-grip tyres for the bends in the next four stages. The engine is a secondary choice, but don't even think about the higher-power turbo. It's best to leave it for roads where there aren't too many bends.

Chicage — The second city turn is a sharp one to the right, so be ready to keep over to the right. There are a few hills to race over but once again the mass of cars is the problem.

St Lowis — On this section we meet the first fork (and spoon, and knife) in the road. The barrels dictate the direction of the road and slow you down if you run through them. The road narrows significantly after the barrels, so forget about turboing through most of the second half of the section. The final run can be turboed through to take you onto the next section.

Memphis — There are a LOT of turns in this section so take care and slow down if necessary. You can use a turbo at the start, but don't try any fancy stuff on the tight bends — until you spot the turnbieweed at least. From there on, the road is relatively straight with a wide final section as you go across the line.

Affairs — No problemo. There's a narrow turn at the end, but for most of this stretch of road using the turbo is no problem. There's

vary line in the vary of read do obtain, which is a meaning when the time into eight.

Shockpoint 2 — And gather will higher the higher than the count install a high-sower angine, you can be typur burn you'll need it.

Where — No sweat

whatsoever (cocky git). Twists and lums galore but none of them are sharp and all are quite enort. The only problem is how to hitting the edges when overtaking the

anort. The only problem is how to avoid hitting the edges when overtaking the mass of cars. A well-timed turbo pass on the straights should do the trick.

one to the left, so don't think about using a turbo unless you're on the left hand side of the road. The second bend isn't so long but it's sharp and nasty. You can turbo through the middle of the course, but towards the end things get tight with plenty of twists to throw you around.

San Antonio — As in New Orleans, watch for the sharp bends towards the end of the course. Also keep to the sides while rushing past the barriers around the halfway point. The time is now very short, so take it carefully and anticipate which way the road is going to turn. Fast reactions are essential for this section.

Dallas — There's no sign of Cliff Barnes or JR Ewing in this section, but there's no time to sightsee on this road leading up to the checkpoint. The turns throughout are VERY tight, so try to stay in the middle lane and keep your eyes peeled for them. Don't think about turboing through the narrow streets, not when you're this close to the checkpoint (holds fingers two inches apart).

Checkpoint 3 — Needless to say, the special turbo is the next (and last) device to bolt onto your F-40.

Oklehome City — Lots of high hedges either side of the road can give you a squashed-in feeling, which isn't helped by the tight turns. Overtaking other cars is difficult, but stay in the middle lane and only turbo at the start or the end. Do this

ROBOCOF

The Hit Squad

You're gonna be a bad-ass mutha with these two handy music listings which first appeared in Issue 50. So load up the game. Reset it (with a Reset cart or switch) then ENTER and RUN the program.

0 REM ROBO-RAP SPEECH LEVEL ONE 1 REM BY SEAN/ADE MEADS IN 1989 3 REM LOOK OUT FOR OUR SAMPLE MUSIC MAKER/PLAYER SOON TO BE RELEASED

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6 POKE 53265, 0: SYS 49152

10 DATA 120, 169, 53, 133, 1, 160, 5, 32 20 DATA 34, 236, 32, 60, 236, 169, 242, 141

30 DATA 50, 236, 206, 61, 236, 136, 208,

40 DATA 169, 242, 141, 40, 236, 169, 246, 141

50 DATA 50, 236, 32, 34, 236, 32, 60, 236 60 DATA 238, 61, 236, 200, 192, 9, 208

TRASHMAN

Megatape 28

Here are a couple of tips on this old but trusty game. Thanks go to Paul Ward from Leeds for his help.

When the game starts, walk into the middle of the road and wail for the car to hit you (don't get hit by the motorbike). When this happens press the RESTORE key once. Now when you restart the game you'll find a car blocking the road a bit further up the street. This means that the traffic can't get by, thus leaving a traffic-free zone. But a word of warning: whatever you do, don't fouch the car blocking the road and don't get run over by the dust-can.

Here's an inlinite lives tip for the disk Here's an infinite lives lip for the disk
version of Hudson Hawk. Just after
you've typed in LOAD """, 8, 1 press
SHIFT/LOCK and release if only when
the first level has loaded. Volla, inly
lives. Thanks to J Rajala from Finland
for that handy snipper.

anywhere else and

you'll be asking for trouble.

— Probably the hardest stretch of larmac in the whole game. This section features turns galore, all of which are short and VERY tight. So using the turbos is a certain way to commit suicide. If you do manage to turbo through most of this section you're a jammy so-and-so. As you go under the snow bridge towards the end you can turbo with relative safety as the checkpoint is only a couple of turns away.

Grand Canyon — It's strange that things are starting to get easier towards the end of the game, but who are we to argue? Just turbo through this section, taking care not to do so too much on the long turns. There are a few tight tums midway through, but nothing to really sweat about.

Los Angeles — The final stage (hooray) and yet one of the easiest in the whole game. There are a few long comers to watch out for, but you're free to go for it otherwise. Vvvrroooom!

GOLDEN AXE

Issue 71 first saw these Golden Axe tips appear, thanks go to the folks who sent them in. The game has since been released twice more — on a compilation and as a budget jobbie a few weeks ago which probably explains why so many of you have been begging my help with

Golden Tips

Running around causes a speedy

242

70 DATA 169, 236, 141, 40, 236, 169, 8. 141

80 DATA 61, 236, 76, 0, 192, 83, 69, 65, 78, 45, 65, 68, 69, 0

O REM ROBO-RAP SPEECH LEVEL THREE

5 FOR 1 = 49152 TO 49216, READ A.

POKE I A: NEXT I

6 POKE 53265, 0: SYS 49152

10 DATA 120, 169, 53, 133, 1, 160, 5, 32 20 DATA 97, 236, 32, 123, 236, 169, 245,

30 DATA 113, 236, 206, 124, 236, 136 208, 239

40 DATA 169, 245, 141, 103, 236, 169

50 DATA 113, 236, 32, 97, 236, 32, 123,

60 DATA 238, 124, 236, 200, 192, 9, 208

70 DATA 169, 236, 141, 103, 236, 169, 6. 141

80 DATA 124, 236, 76, 0, 192, 83, 69, 65, 78, 45, 65, 68, 69, 0

These handy Turrican tips first appeared in Issue 65 but, since soooo many of you

have written in asking for help, here they are again! Thanks go to Robin Hogg for typing them out in the first place, and to all the readers for sending them in.

Turricanny Tips

Hidden around each level are a number of invisible stone blocks which can be revealed by laser fire or by sweeping the lightning tlash around the screen. They are well worth going for as they give out power-ups and even a few extra lives (if you're lucky). It's harder to spot blocks on the first levels as they're all 'open plan' (so to speak), but as you descend into the more difficult complexes the rooms become smaller and more

On harder levels you can make gun emplacements disappear by walking away so they soroll off screen. Walk far enough and then back: voila, they should have gone (don't blame me if this doesn't work)

The most effective weapon (apart from the lightning blast) is a grenade. Providing it hits something it can do a lot of damage and has a wide-area effect as well. The mines are best used to get rid of barriers or aliens who can't get at you but whose death boosts your power-ups. Go right and past the up/down spikes, leap on the blocks and reveal the power block and jump up onto the lift. This will take you into a chamber high up where six 1-Ups awail (you'll need to collect three on one side before being able to grab the others)

Once you've grabbed the extra lives, fall down/right to land on a block before you hit the spikes below. Move right, timing your movement past the up/down spikes. To get past the falling debris just do a large jump across, you can't stop the flow of debris but you can rack up the points by lightning-blasting it as it falls. Once past, go down and to the far right to get the hidden power-ups. Jump up and go through into the open chamber and use the gyroscope to get past the four blocks.

Nip through the up/down spikes and run over to reveal the World 2 Pincer Allen. You can either stand on the right-hand side of the ledge near the entrance and use everything on the Pincer Alien, or you can gyroscope past it and hit it from behind (this is the best method). Use a combination of grenades and energy lines first, then finish it off with the lightning blast. Now go to World 3.

enemy to slow down. However, a mild hit on an enemy causes it to run around at dangerous speeds.

On the earlier levels, save magic up to use against the superbaddies, while on later levels use magic frequently. It may not be as powerful, but it's dead useful for clearing a path through attacking skeletons.

Try not to do too many jump-and-slash moves, as it's more than a wee bit fatal if you miss. Plus the baddies soon wise up and start dodging your moves.

Don't use piledrivers or aerial slashes on end-of-level baddies, as they'll almost always hit you. The baddies also have two speeds of movement: when they're running it's best to run around them until they try to slash you. When they do this their movements become slower, and thus they're less aggressive.

And New For A Brief Look At Each Character...

Aze Sattler

Magic - Earth

Attributes - Strength Weakness - Slow Speed

Only competent magically, Axe Battler is unbeaten on the physical front.

Tyris Flura

Magic - Fire

Attribute - Speed

Weakness - Poor Strength

Tyris has the best magic and is the most agile character, but she isn't very strong.

Magic - Lightning

Attribute - Powerful Axe/Head-butt

Weakness — Poor Jumping
Gilligs's axe and head-bult are great for enemy disprisal, but his height is a disadvantage against skaletal werriors, Lightning is not magic, certainly south to Axe Battler's Earth spoil.

With the rerelease of Max's first escapades (see review this issue), I thought I'd better include these handy

Mousetraps only kill from below, so they can be used as platforms to run around on.

Hitting the 8 ball from directly below produces a still platform. Jumping at it from an angle will make it roll: use it as a moving platform or to destroy enemy creatures.

The lair twirling (helicopter) takes time to

wear off, avoid if possible.

Food gives 10 energy points. ACME

Food gives 10 energy points. ACME boxes reset your energy level.

Paractivities save you from a long fall and it's energy icide, so keep one handy.

Linor true change, jo now at hardy hims including Faces in get 1000 prints. We clock to stop time for a good lew seconds and the Freah for an extra file.

Watch out for the winnwind as it produces a good few chickens, and when it's not it chucks out bullets at a heck of a rate (use a smart bomb or invulnerability if possible).

There aren't many screens per level, but here's how to get through the trickler ones on Level One.

- Easier to attempt from the right. Use the 6 ball to destroy Old Faithful

- Quicker to solve from below. Water, our for the bees as they drain

- Best not to use flight (unless it's the last box of the level), better to collect it from the left.

n 5 - Use the 8 ball icon as a platform.

cresn 7 — Come from left/above and get

Screen 9 - Destroy creatures on the bottom platform and jump to get box.



Some blocks have to be shunted

into exactly the right place, while others trap ya for good if touched!



NUMMIES

Fortunately few and far between; Bod Bombs deal wiv 'em eventually, but you'd be better off avoiding

the beggars by super-jumping over their bandaged bonces!



TUMBLING BLOCKS

These special spinning blocks occasionally help but

more often than not hinder your progress. They can be jumped through from beneath.



INVISIBLE **PLATFORMS**

They're here, they're there, they're every bleedin' ... where?! exact locations ...



Stand next to 'emtricky on certain platforms - and hit the 'fire' button, Once in the 'down' position, a section of wall somewhere in the pyramid disappears.

TRAPS

Spikes, man-fraps and fire-breathing fish heads! Avoid at all costs, each rob you of valuable lives on contact.



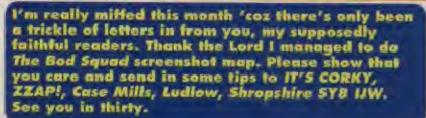
OTTONS

The four potions available on Level One are Reverse Joystick, Fast Bod, Extra Time and

Slow Bod. Find out which is where on the map



There are only two of these in the Egyptian phase, but both have to be nutted to complete the level. Check-out the screen map for





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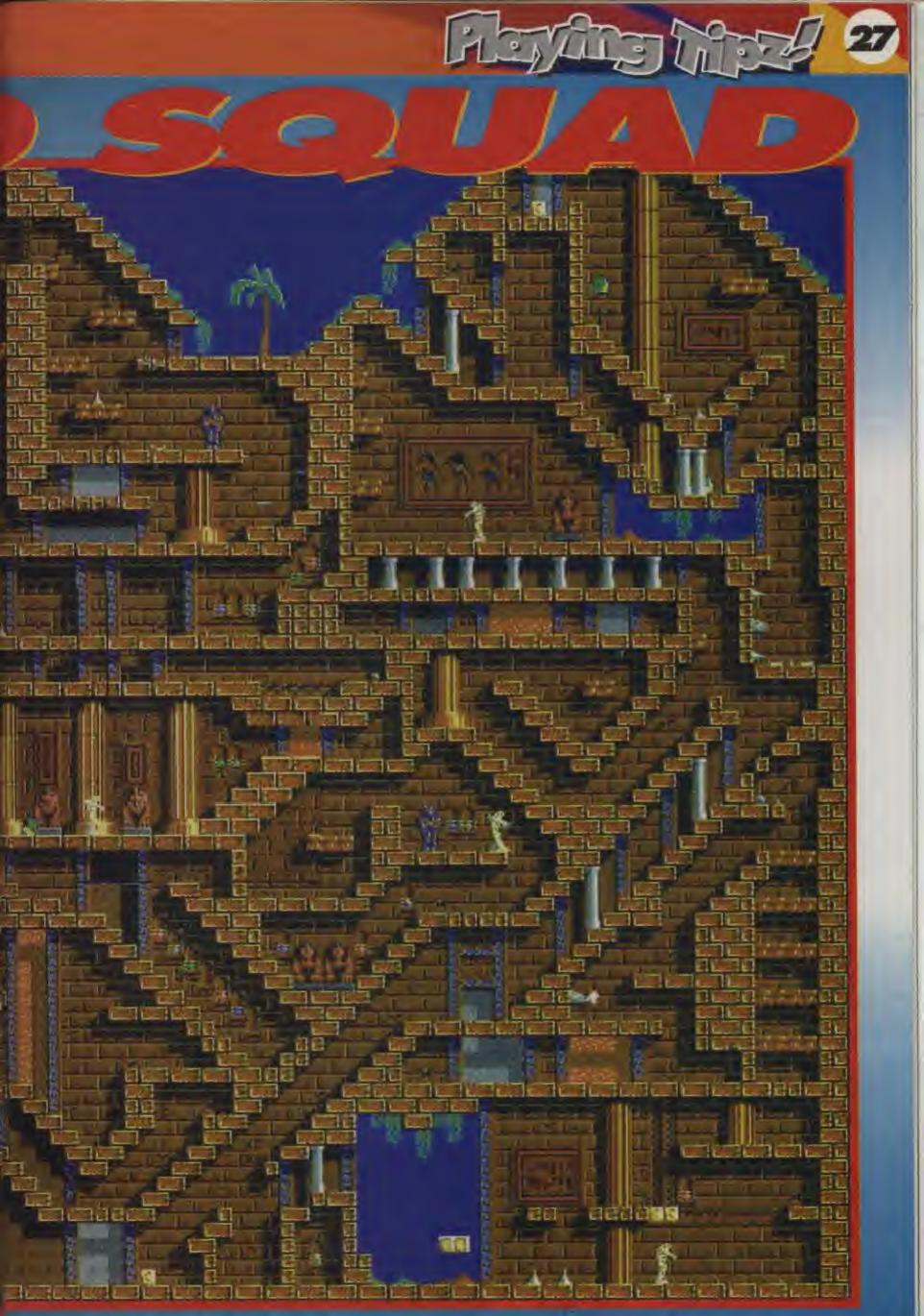
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miserable masochists! You need a lot of firepower to score with me — and by the look of some of your ugly mugshots, you need major plastic surgery to score with anyone! If I sound like the cat that's got the cream, it's because that pathetic Scorelord has been reduced to scavenging from dustbins (see my letters). I don't think we'll see him round these parts again. Wait a minute, who's this dark figure approaching with Suckomatic Probe held aloft? No, it con't be... it is! Arrrrggghhh! ...Heh heh, suck on that, bitch! It's me, the Scorelard, supreme Vim-snorting ruler of the ZZAP! high-scores once more! Did you all miss me? I thought so, you bleedin' pathetic shots! Some of your imaginative entries must be taken with a pinch of Vim. I mean, 14,900,000 for Creatures!! Your brain's obviously gone fuzzy, Gary Hutchinson! Even some of the scores shown here are dubious, but I've given them the benefit of the doubt... for now! Send genuine scores only to The Scorelord, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW, or die!

376,000 Michael Gamett, Hatfield, Herts BATALYX (Megatape 25)

2,476,590 Damon Naile, Exmouth, Devon 1,493,340 Kev Charlesworth, Hallsham, E.

1,152,700 Matthew Withers, Crewe, Cheshire

BIG NOSE'S AMERICAN ADVENTURE (CodeMasters)

369,345 Graham Keeling, Bournemouth, Dorset



BLACK THUNDER (Megatapo 26)

740,514 Dean Vandenbergh, Londonderry, N Yorks 19,990 Gary 'Raze'

Spence, Craven Arms, Shrops

BOMBULAL (Magarages (6))

3,845,670 (Completed) Joy Cooper, Lisnagry,

Co Limerick, Ireland 3,679,460 Patrick Walsh, Formby, Merseyside 3,455,830 (Completed) Iam McLaren,

Anonyville

BOULDTRIBAGN IV (Magnices 23)

60,545 Wim Vahl, Kampen, Holland

80,545 Wim Vahl, Kampen, Holland 45,985 Graham Keeling, Bournemouth,

43,927 Alan Healy, North Strand, Ireland 38,073 Graham Kaeling, Bournemouth.

dicension amores alternions)

257,230 (Completed) Graham Keeling,

Bournemouth, Dorset 257,434 Wim Vahl, Kampen, Holland 232,880 Matthew Withers, Crewe, Cheshire

CREATURES (Theismos) 22,434 (Completed) Graham Keeling, Boumemouth, Dorset 16,357 (Completed) Matthew Dainty, Shrewsbury, Shrops 15,432 (Completed) Danny G, Dalton-In-Furness, Cumbria

FLIK FLAK (Megarape 20) 21,000 Rory 'Revs' Stamp, Barngarth, Cumbria

17,250 Graham Keeling. Bournemouth, Dorset 15,000 Joel Winston, Edgware, Middx

FLIMBO'S QUEST (System 3)

350,200 (Completed) Raza the Baz Kaz' Arshad, Sharjah, UAE 317,130 (Completed) Arit Khan,

New Malden, Surrey 258,051 (Completed) Simon Wallington, Hounslow, Middx

GRIEBLY'S DAY OUT (Megalape

7,325 Graham Keeling, Bournemouth, 3,262 Adrian Spink, Temple Ewell,

2,925 Patrick Walsh, Formby.

Merseyside HUDSON HAWK (Ocean)

41,375 Danny G, Dalton-In-Furness, Cumbria

24,833 Rory McGlinchey, Edmonton.

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\$4,797,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs \$3,031,534 David (Wavy) James, Smethwick, W Mids

\$2,035,000 Peter 'Wiz' Spalding, Bangor, Co Down, N Ireland

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Tronix) \$20,380,030 Brian Gabriel, Blamey, Co

Cork, Eire \$18,820,000 Paul Turville, Churchdown,

Glos \$10,050,000 Robert Jones, Rochdale, Lancs

7,842,846 (Wave 90) Aland Healy, North

Strand, Ireland 7,442,846 (Wave 87) Simon Sharp,

Evesham, Worcs 6.431,721 (Wave 86) Mark McGarry, Lame,

N Ireland

6,358,250 (Completed) Matthew Lawrence, Newport, Gwent

4,942,850 (Completed) Graham Keeling, Baumemouth, Dorset 4,712,780 Gaz 'Sexy Boy' Hutchinson,

Wragby, Lines

WIDNIGHT RESISTANCE (The His

11,150,500 (Completed) Matthew Dainty. Shrawsbury, Shrops
1,650,010 (Completed) Stuart Taylor,
Tattanhall, Wolverhampion
1,610,000 (Completed) Bhan Gabriel,
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2,003,150 (Completed) John Wilson, Camberley, Surrey 2,001,150 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs 1,974,620 (Completed) Paul Sexton, Co.

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233,240 John Whyte, Kilsyth, Glasgow 221,348 Chris McGann, Grosby, Liverpool 221,318 (Completed) Patrick Walsh, Formby, Merseyside

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\$81,300 David Humphreys, Murroe, Co Limerick, Eire

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Cumbria

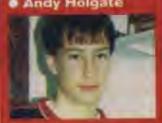
32,720 Graham Keeling, Bournemouth, Dorset

22,890 Yoann Motin, Beauvain, France

PANG (Ocean) 830,473 Aland Healy, North Strand, Ireland

633,345 Paul Cardno, Formby, Merseyside 216,400 Kristian Holger Pedersen. Karlslunde, Denmark

Andy Holgate



PARADROID (Megatape 24) 233,300

(Completed) Raza the Baz Kaz Arshad, Sharjah, UAE 114,570 Michael Garnett, Hatfield, Herts

107,680, Andy Holgate, Ashton-Under-Lyme, Lancs

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5,998,000 (Completed) Ronal Bhan, Lower Hutt, Wellington, New Zealand 5,455,100 (Level 8-8) CC Barclay, Edinburgh

5,444,000 Michael Thompson, Woodthorpe, York



RAINBOW

32,350 Patrick Walsh, Formby. Merseyside 10,715 Graham Keeling.

Bournemouth, Dorset 10,025 Raza 'the Baz Kaz' Arshad, Sharjah, UAE

CAMELS (Megatape 19) 280,532 'Ultimate Sheep', No Fixed

271,040 Ryan Pascall, Leigham, Devon 184,345 Paul Cardno, Formby, Merseyside 2080 Completed, Ronal Bhan (Robo 14,358,500 (Completed) Ronal Bhan (Robo Wiz), Wallington, New Zealand 11,001 100 (Completed) Maithew Dainty,

15.011,000 (Completed) Simon Wallington.

2,000,000 Daniel Amia Graensmith, Ellon,

Aberdeenshire

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471,100 (Completed) Ronal Bhan, Wellington, New Zealand 309,350 Graham Keeling, Bournemouth, Dorset

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SHOTAWAY (Megatape 18) 65,070 Danny G, Dalton-In-Furness,

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51,790 Graham Keeling, Bournemouth, Dorset

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Gaz Sexy Boy Hutchinson, Wragby, Lines



Gaz Hutchinson

15,250 (Completed) Granam Keeling. Gournemouth, Dersel United (Megorape 27) 260,500 Granam Keeling, Bournemouth.

256,790 Michael Garnett, Hameld Herrs 142,200 Adnah Spink, Temple Ewell, Kent

EVBEX (Maganispe 15) 35 (00) Scott Leach, Sutten Park Holl 95,745 (Completed) Matthsw Damiy

90,950 Michael Gamer, Harrish Hers



THE INNER

by Paul Cardin

The Guild, £2.00 cassette and disk

ishing must be the most boring 'sport' ever invented. Sitting all day on a muddy riverbank growing a painful set of haemorrhoids, impaling revolting little maggets on the end of your hook, all in the hope you'll wrench some poor unsuspecting fish out of its natural environment by half choking it with its dinner! (I always said free handouts stick in your throat). And to what end? Just to put it back again at the end of the day! Great sport guys — get a life, whydoncha? Alternatively you could get Paul Cardin's

The Inner Lakes, a rather good adventure based on fishing (and I thought that was impossible!). You are an angler who has his heart set on one goal — beating the record for the largest tench caught in Ireland's inner lakes (like I said, get a life!).

You start the game outside your chalet. If you follow your natural angler's instincts, you'll probably head straight for the pub for a quick half and a natter about the one that got away, but the landlord won't serve you!

Forgot your tie? Barred for getting drunk and dropping your trousers? No. you just slink like Corky's sandwich box!

Needless to say, your first task involves brushing up on your personal hygiene, but rest assured there's plenty more standing between you and your prize catch! One or Iwo people you meet en route need a helping hand, and there's no point fishing without some bait! Unless you can walk on water, you'll need to get that pesky boat started too.

The Inner Lakes is a tun game. Nonanglers will be glad to hear the techotwaddle is kept to a minimum, and commands such as CAST IN and STRIKE are offered in the blurb anyway. In the main it's not too difficult, and is well suited to beginners — examine everything for clues

and you're well away.

On the minus side the parser's a little thin at times, and one or two things crop up in some very strange places — the cryptic poem tied to the key is particularly unrealistic. None of this stops it from being a great game though - its unforced, laidback approach works very well.



orst - Wanna game? Warma GUILD game? Tony Collins has very kinstly rout us three Co4 Super Packs, out together especially for ZZAPI magezine, featuring TEN of his bust

adventurest
This month's corbor The laner Lakes is there as is Osinger — Adventurer At Wark review of his help. The alliest games leatured are Mugician's Apprentice, Stowaway, Escape To Freedom, Dark Shij Over Paradise Dead End, The Scoop, The Amulet and the masteriul Dance Of The Vempiles Several of those games are multi-

Several of these games are multi-parters, so an are package like this will keep you busy for, ook, decades at least! Although Tuny sells all those games incliviously, they it never again be released as a single compilation so there's unly one way to get hold of 'em' just send us your name, address and shoe size on the back of a postcard (or sealed-down envelope) in: Guild Compo. ZZAPI, Europress Impact Lid.
Ludlow, Shropshire, SY8 TJW
Closing date is 30 July, so be quick.
And if you're libbing about your foot size.



- 22. Go east twice and examine village green to find
- 23. Go south to shop and buy bullet-making kit and shovel, then go north
- 24. Go north to the Vicarage and give the rosary
- beads to Reverend Smyth. 25. Go south then east to the Museum, then south to the small
- 26. Talk to Professor Johnstone to get Museum password.
- 27. Examine the open desk and remove empty revolver, go north.
- 28. Examine door and type 'press Tony', go east twice and examine bench.
- 29. Light Bunsen burner, open bullet-making kit and look.
- 30. Take cup and mould, then read and follow instructions (use
- 31. Load revolver, go west six times to the woods. Then go south, west and north twice
- 32. Dig and open coffin, fire revolver at witch, examine box and take what you find.
- 33. Go south twice, east, north, east, north and 'board' train.
- 34. Wait until you reach Euston, then go west twice and south three times.
- 35. Hail a taxi to go to the Occult Office, go west and talk to
- 36. Read letter then drop the revolver and go east, then north.
- 37. Hall a taxi to to go to Heathrow Airport, go north three times and talk to officer
- 38. Go up and examine bags, take and wear the parachute, sit
- 39. When the plane begins to dive open the door and leap out, pull the cord.
- 40. Talk to the farmer and get the Part Two code (which is AT5) ST96).

PART TWO

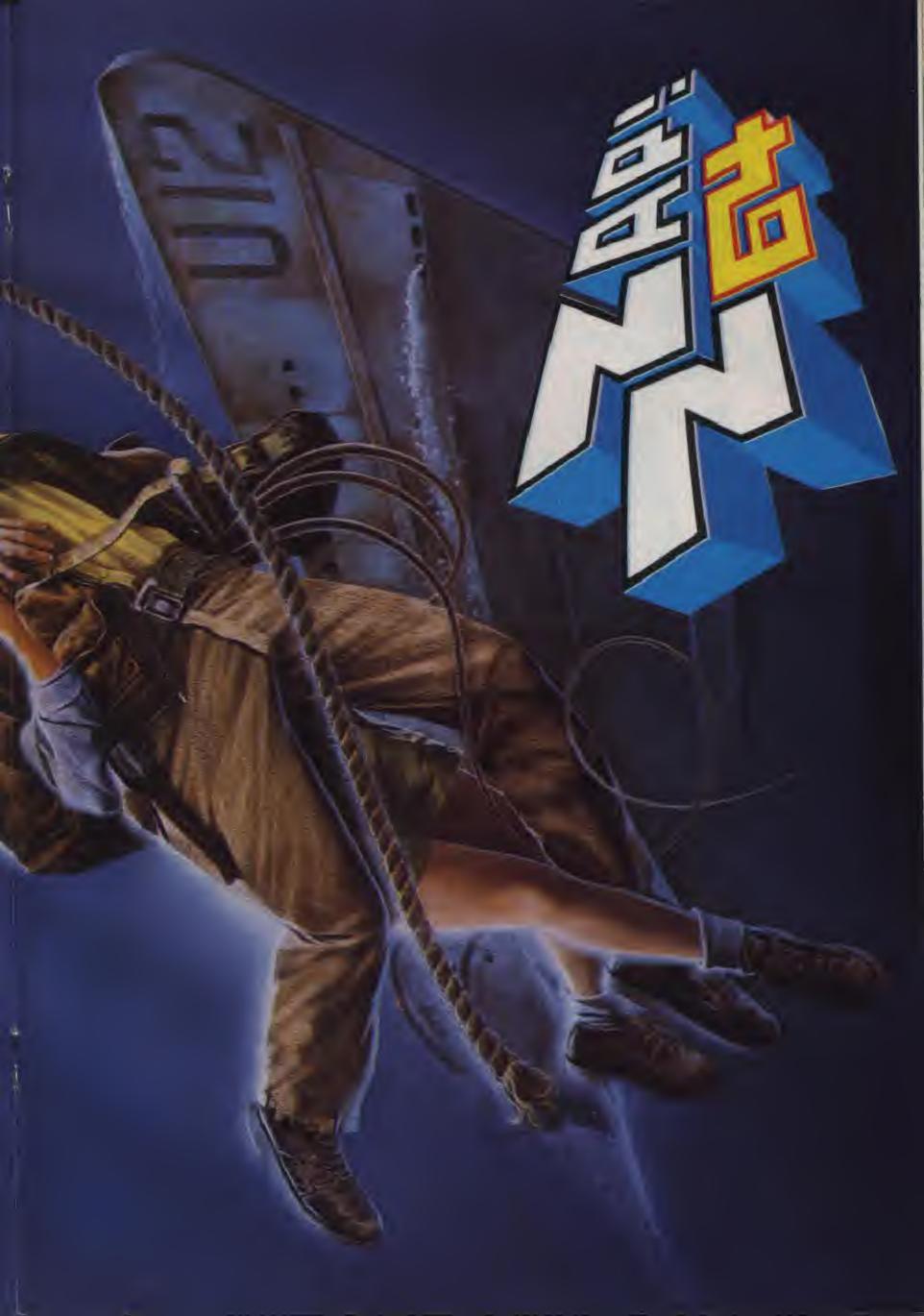
- 1. Say to farmer "AT51 ST96" (this is the password from Part
- 2. Examine grass to find the money belt.
- 3. Examine and wear the belt (it's full of dosh).
- 4. Open the gate, and go E, S.
- Get the pitchfork, go east, open the barn, and go east again.
 Use pitchfork to find petrol can (get it).
- 7. Go W. W. S. E. and say to Pierre "Hello"

- 8. Say to Pierre "Yes".
- . Examine plate to find the keys.
- 10. Go south and enter the van.
- 11. Insert key into slot, turn key, drive van.
- 12. Out, show certificate to gendarme.
- 13. Enter van, turn key, drive van, out again you ran out of
- 14. Go west and examine the foliage.
- 15. Go east twice, then north to the petrol station, and fill the empty can.
- 16. Go east and pay the lady.
- 17. Smash the wine glass then go W, S, W.
- 18. Fill the van, turn key, and drive van.
- 19. Go east then SW and say to woman "Hello"
- 20. Pay woman, then go NE, N, and read the letter.
- 21. Go south twice then pawn the brooch. Decline Joseph's first offer, and accept his second.
- 22. Go N, E, N and buy yourself a beer you need it!
 23. Say to Jovan "Hello".
- 24. Go south twice to the shop.
- 25. Examine the counter and the shelf, and buy the crowbar.
- 26. Go N, E, U and examine the door.
- 27. Fing the bell and (to prove you're not a Jahovah's Witness) show invitation to Laronde.
- 28. Go West twice and examine the bed and the pillow.
- 29. Read the pad and go east twice.
- 30. SLEEP (just like Corky during office hours!).
- 31. Go W. D. and lever the door with the crowbar.
- 32. Go N, D, move the rack and go E.
- 33. Say "Disperse shadows of darkness".
- 34. Go E, S, E, N.
- 35. Hide, and wait until you run into the cavern.
- 36. Say "Burn foul flend" (exciting, isn't it?).
- 37. Free Penelope.
- 38. Say "Arise my body away"
 39. Go S; W, N, W, W, U, S, W, D...

ALL DONE!!!!!!!

Thanks to Geoff Gotthardt for sending Part 1 of the solution. If you've any further problems or just want details of more great games, contact Tony at the Guild - 760 Tyburn Rd, Erdington, Birmingham B36 8DG.







Thank you for a truly great magazine, but there's one thing which is missing! Why don't you tell your readers how to order the games when you're writing about them?

Take this example: I live in Denmark, and I'm drooling over a game review, and I say to myself 'I have to get this one', but (... again!) If the game gets ALL it will take over a year-

and I hate waiting So wouldn't it

be better if you could give an address where I (and other overseas readers) could order the games, plus further info on what to do if you pay by cheque? Give prices as well (you sometimes forget!).

Kim Anderson, Denmark.

By Crom, in the good old days if you wanted information you'd wade into the midst of a crowd and beat the answer out of all and sundry. I remember as if it were only yesterday, me and my trusty axe 'Head Splitter' rampaging through a band of trolls and goblins. Unfortunately these days there are men in strange pointed heimets called 'Policemen' to stop

I think I'm the only ZZAP! reader (regular) in Pakistan, but I'm not the only C64 owner here. I must say that at this price it's the best computer in the universe (unless the manuans have built a better

one and are selling it at £3.951). Forget the formalities, let's get started with the real letter; first of all I'd like to say something about your mag. It's MEGABRILL! The reviews are superb. My favourite reviewer is Phil King (yup. the one you can see from a mile away!). Now for some questions

a) Yeslerday I saw Scorelord in a trashean why is it so?

b) Why don't you put the games that get the highest rating in a ZZAPI issue as the game of the month! I think you should

on the sua 78. thate people who this about a game not urig for a year! I naver Was too frustrating, if a game is too difficult I quit playing after 10~15 tres. On the other hand, games like *Midnight Resistance* provide more hookability and kistobury, I have compiled the game several times but still enjoy of Where was the review of Guna in Broch World

Class Crickel? You said you would review it in Issue 78. but it wasn't there! e) How did you like the Cricket World Cup linal? PAKISTAN beat ENGLAND - didn't they play well? Good Byel Or Khuda

Umer Pasha, Pakistan PS. Hey readers, you're holding the world's best mag.

 a) Probably sniffing out old bleach bottles. But he won't get his high-scores page back while I'm

b) Hrnm, I think we'll stick with the trusted

you disembowelling your enemies.
When threatened with evisceration, the ZZAP! wimps nervously pointed a shaking finger at the ZZAP! Mail Order section. If you have a specific query I suggest you write to Europress Direct, Ellesmere Port, South Wirral L65 3EB. On the subject of game prices, after a quick game of 'whistle the axe through the air and watch 'em run', the reviewers promised to be more careful in future.

/HAT'S GOT A AZELNUT IN

I have been collecting ZZAPI since Issue 54 and now realise I should have started sooner. In the past three(ish) years I have collected together, from ZZAPI and other computer magazines, a file full of tips, cheats, maps etc for over 300 C64 and 128

games, old and new. So why, you may ask, does he collect tips? Well, the thing is, for the first time ever I, the Tipsmaster (as I like to be known), am willing to offer my tips to anyone. Stuck at the end-of-level guardian? Still trying to work out that insufferable puzzle? Then I'm your chap! Just send a stamped, self-addressed envelope to the address given at the end of this letter and I'll see what I can do for you. By the way, Corky, I'm not trying to put you out of a job! (Could you at least put him out of his misery, then? - Ed.)

Now for the inevitable questions!

 When is the C65 likely to be on sale?
 When is Wrestlefest likely to be released? (After WWF Wrestlemania, I hope this is a little harder!)

3. Would it be possible to see a photo of the dumb stubbles (anyone who collected Transformers comics will know that 'dumb stubbles' are the editorial staff). The little

Sizzler and Gold Medal awards. A game of the month' award wouldn't really be fair, as some months there are loads of deserving games; other months none.

What goes on the cover has to be decided a bit in advance - Oli doesn't just do a quick doodle, you know! c) A good point, and one the reviewers take note of in their Lastability ratings - if a game's too trustrating the Lastability will be low.

d) The game's been delayed (by rain perhaps?!).

e) Yes. I did enjoy the cricket World Cup final: all those dishy players in their pyjamas. That Imran Khan's a bit of alright - I bet he's bowled many a aiden over!

Miss W

I'VE STARTED SO I'LL

Good evening and welcome to Mastermind. Tonight we are all that famous building, ZZAP! Towers, the infamous home of ZZAP! 64.

Our first contestant is Miss Whiplash. Please sit down, thank you. And your chosen

specialist subject is ZZAPI 64 readers' guestions. If you're ready then I'll begin.

1. Can you tell me if there is a good MIDI software package on cassette for the C64, and which interface is the basi

2. A few years ago I had a working 'Speechmaker 64' cartridge from Currah, but now it's broken. Can you tell me where I can lay my hands on another one, and how much it

3. A few months ago I read that a technical section was 'coming soon' from 'Big Bons'. but as yet there has been no sign of it. Give Bons a kick and tell me if we are still going to get it in the luture.

4. Are the Megatapes going to suddenly improve, or are we going to be stuck with crud

like The Flintstones' [Yabba Dabba Doo] for evermore?
5. Do you always. "BEEP BEEP" I've started so I'll linish... Do you always carry your whip when you metamorphosise (big word), or does it disappear along with you

Well that concludes the last round and at the end of that round you have scored 20

Kevin 'Magnus' Lambie, Blackwood, Lanarkshire

PS. Print this letter and fill stop saying 'Correct' all the time. Correct, correct, correct, correct, on dear, CORRECT!

1. Ask me an easy one, won't you? Never mind, I like 'em hard. The best two MIDI packages (and the only ones I know), Rainbird's Advanced Music System and Steinberg's *Pro 16*, are only available on disk. Datel do a dapper MIDI interface - ring em on 0782 744707,

2. Pass. Well, I want to get some passes!

3. Commie hardliner Boris has returned to his homeland to start a new revolution. Do other readers want a techie section?

4. Okay, that was a bit prehistoric, but we've got some real humdingers lined up

It disappears when I return to my less lashing Lucy persona.
 Miss W

cartoons are very good but, just for once, can we see what you lot look like in the flesh, as it were?

4. I recently finished Rainbow Islands and got a score of 13,641, 320. Does this quality me for Whiplash Scores?

That's all from me. I hope you print this letter as I have a £10 bet with a friend that you will, and you wouldn't do a man out of a tenner, would you?

David 'laugh at my name and t'll rip ya lungs out' Squirrel, 26 Wallis Close, Draycott, Derby DE7 3Q5

Ha, ha, ha! I laugh at your name, Mr Squirrel, so feel free to come here and try to rip my lungs out. Many creatures have attempted to do so over the centuries, now I'm collecting a nice range of 'brain balls' (heads in other words) for my trophy cabinet. Corky has paid me ten pounds to visit your abode and... (unfortunately the next few lines are unprintable — Ed) ... for trying to kick him out of a job. But if any of you nerdy readers want help 'coz you're stuck on a game just write to Mir Chipmunk... sorry Squirrei. Now to enswer your pathetic questions. 1. After much face scrunching and

vague mutterings, the ZZAPI crew admitted they have no idea. Strangely, Commodore themselves appear equally ill informed. Watch this space though...

2. As far as we know, there are no plans to release the game. Pah, these wrestling types are such wimps, none of them wears a loincloth that smalls of yak urine (mutter, moan).

3. The last time a photograph of the reviewers' ugly mugs was shown, it

frightened my pet Bengal Tiger so much he's now a gibbering wrack. Do you really want that to happen to you? 4. Why don't you send your score into Miss W and see, she'll probably treat it with the contempt it deserves.

DELUSIONS OF GRANDEL

Yol Bash, how's it hangin'! I am God, almighty and powerful. If you don't print this I shall wrap Indonesia around your throat, kill you, and then reincarnate you as a slug! (If you fall for that the rumour must be true!) How's that for a threat, eh?

I've heard you haven't been saying your prayers recently Sorry, but I'll have to kill

you later! Tell the Scorelord I want him to join me and together wa'll defeat the disgusting rival mags

Here are some questions (I thought you knew the answers to everything! - Ed)

1. Some puny monals say that Great Giana Sisters was banned. Is this true?

2. If the answer is yes, why was it banned?

Why did I bother making you?

Who chooses the Megatape games? They're all crap (except for Nyihyhell)

5. Any chance of some more posters? 6. If the answer to Q1 is no, could you put GGS on a Megatape?

Well, I have to go, there's a crime being committed and I must stop it! Bye, my loyal

Warde (The Mighty One), Co Kildare, Ireland

 These namby-pamby Christian deities don't worry Bash, you ought to meet Crom (blessed be his name) someday. Now he could wrap a galaxy round your throat, feed you to the Bug Blatter Beast Of Trail and still have enough of your body left to make a small demented gnat (which is about the size of your brain at the moment). How's that for a threat, and I do pray to Crom every night so there. I'm so annoyed now I won't answer your questions... oh all right. 1. No, Great Giana Sisters wasn't banned, it was removed from the shelves because it was deemed to be too similar to Super Mario Bros. 2. Look at the answer to question one,

you dweeb. 3. You didn't make me, so stick that in your pipe and smoke It.

4. Even though I tortured them for several hours, no-one here admits to being responsible. Steve's now taken over the task of picking the Megatape games, so any moans should be directed at him (and the more the better).

5. Yes.

6. I yet again point you to question one, so there's no chance! Besh

OLD TIMER

Having only recently returned to the videogame scene after a few years away from it. I can't help noticing the change

I have thoo to catch up with the games missed (thank God for rereleases) and on the whole I'd say the old 64 is still being well served I did, nowever, keep up to date with the latest news and reviews by continuing to buy ZZAPI and, although it has gone through a lew changes (and near demiser), it still maintains that unique spark that started with the Penn Rignall garig. Saying that, though, does make me feel quite old because if appears that any game more than two years old is now considered ancient history (although, I suppose compared to your average reader I would be considered an 'oldie')

But it was a comment made in a letter recently asking how Paradroid could have gained a Gold Medal that really hammered it home. I know it lacks the flashy detail of today's games, but how it plays and the satisfaction gained in winning makes it, for me al least, a true

Which leads me nicely back to my point. What's changed in the world of video games? There's the Amiga, Sega. Nintendo, Lynx and various other new console and handheld games machines

now on the market and, through it all, the poor old 64 appears to have been torgotten. Try buying anything other than a US Gold or Ocean game next time you visit WH Smiths and you'll be very lucky Enter any newsagents and ky to find a magazine for the 64. Almost impossible Why? I'm not saying these new machines are a bad thing, but isn't it really just a big market hype? A game is a game and, whether it be on the Speccy or a souped up Amiga, a good game will always give you what you want

I know the Commodors 64 lacks the power of most of the consoles, but look back over nearly ten years of games and you can see that the limitations of the machine rarely limited the imagination of the programmers. After all, a game of chess needs nothing more than a chequered board and carved places, but people still play it because it's a great

Above all, the thing that angers me most about some of the new boys is the price of the software. Some console games cost nearly £50! How can they justily it? A simple budget release for £4 almost certainly provides as much entertainment. I only thank God I'm not a

Finally, a few questions. Is Battle Command available on

STAMP AUTHORITY

Latti writing to complain about the way in which your magazine has severely deteriorated over the last few

Not only does it look like a kiddles camic, it seems it's been written by kiddles too - except kids aren't sure of

some of the distasteful jokes involved. You can rarely read a review now without it being interrupted by some other staff member, saying something completely unamusing and often sexist. I'm glad people have had the same idea I've had and attempted to knock some sense into the ZZAP! team. (Although at the end of one of them, you pointed out all the mislakes in the letter just because you can't accept ZZAP! is now terrible.)

Whaddaya

mean, "clashin colour

I loo have mistakes in this letter, and please point them out (in the unlikely event you print if, that is) and while you point readers mistakes out, do the same to your own your mistakes are far worse

I'm glaid that up until now you've had the honesty to print letters of complaint. Well, if you continue doing so, and your readers aren't too lazy, complaints will be all you'll see in the letters section. Please, for the sake of the readers more than anyone, reven back to the old style. An unclashing colour scheme, reviews unnddled with stupid comments in brackets, and a tips section where the tipster actually persuades the readers to send stuff in, rather than filling it with cheats, pokes atc from games that are a hundred years

Rory 'Retrograde' Stamp, Nr Grange, Cumbria

 You deserve a good lashing for all the nasty things you've said. Mistakes in ZZAP!, what do you mean? Clashing colour scheme? What is this, Interior Design' with colour-coordinated sofas and curtains? As for the tips section, it's not really Corky's fault if no-one sends stuff in - and anyway, lots of the older games featured have just been rereleased, so plenty of people want tips for them.

Miss W

EEH, I REMEMBER THE

bought a C64, stopped buying CRASH and started buying ZZAPI (from Issue 1). Then about a year and a half later I discovered girls and football and put the 64 in storage (the top of the wardrobe). All my back ssues of ZZAP! were sold at the local flea market, and the 64 totally forgotten about.

Then last week for no explicable reason I got this sudden urge to play. Boulderdash. I searched the shelves of John Menzies and found it (my original copy had long since been lost) priced at £3.99 - If cost a tenner the first time I bought it! So I dusted a down the old 64 and, for the first time in five years, an entire evening seemed to last only a few minutes and I find myself once again hooked. My next thought was: 'Is ZZAP! still going?' YES! It's now on Issue 81 and, GULP, giving away its 25th free tape. OH JEEZI What have I missed this last 5 years? So I need your help, please try and answer these few questions for me: 1. How many Boulderdash games have there been, and are they all available at a budget price?

2. Do you remember a Commandotype game called Who Dares Wins? If so, is it still available, and where can I get it from?

3. What have I missed on these Megatapes?

4. Am I a lost cause? Will I ever be able to recapture my youth? I'm going to start buying ZZAP! again, so this might help!

2. Are Ninja Spirit and Hammerfist to be released on budget? I did see them advertised a while ago, but as of yet nothing.

Could you please stop the stagging. match between yourselves and CF? know you are competitors and it's an old tradition that started with C&VG, but you support the same machine so don't blow il, please!

Apart from that you're doing a fine job and without doubt you're still the best. Let's hope that both your magazine and Commodore software continue for a long

time to come

E Clearly, Swindon, Wiltshire

All right, 'Gramps'? Glad you still like the mag. I agree with you, a good game is a good game no matter what machine it's on. Anyway, the C64 is every bit as good as the 8-bit Sega and Nintendo consoles and the software's a hell of a lot cheaper - even the carts! I reckon some companies are too eager to abandon the 8-bit computer formats especially the C64, which still sells more software units than ANY other computer or console!

1. Yes, it's only available on cartridge.

2. Yes, they're both on budget.

3. Fair enough, but don't ask me to kiss and make up - yuk! Miss W

Whatever happened to my favourite reviewer of yesteryear, Julian Rignall? Surely that's not him on Channel 4's The Gamesmaster, is it?

Lee Richards (Lost Soul), Chestoriiold, Derbyshire

 Well it serves you right. How dare you stop buying ZZAP! 64 in favour of kicking an air-filled pig's bladder around a muddy field? In my day football was a real game: kicking the head of a vanquished enemy around was the order of the day. I'll forgive you

for deserting us in favour of girls though, there's nothing I like more than a busty blonde with... (CENSORED - Ed.) You've missed a lot in the past five years, but I'm in

a good mood at the moment (I beat the bucket at MicroProse

Soccer for the first time today) questions. 1. There have been

tour Boulderdash games to date. But apart from the game you own and Boulderdash IV

on the Megatape a few months ago (ish 79) no others

are still available (as far as we know). 2. The game was actually called Who Dares Wins II. Crom knows why, because there never was a Who Dares Wins. Sadly it's another game not on

3. How do you expect me to remember what's on the Megatapes?, I often have trouble remembering my own name. But I can tell you that if you subscribe to ZZAP! you not only receive a Tshirt, every new subscriber gets a box filled with ten assorted Megatapes. There's a bargain and a half for ya, maybe it'll stop your whingeing.

4. I'm going to be brutally honest (as always) and say that you are a very sad individual who should be tied in a sack with a dozen hedgehogs and hung up in a wardrobe for a couple of hours. Help is at hand though as I, Bash the Barbarian, can at last reveal that the mystical 'Fountain Of Eternal Youth' is, in fact, not a fountain at all. No. Instead, the fabled fountain comes in the guise of a year's subscription to ZZAP! magazine! Only that can save you, mortal...

5. Jazza Rignall should be strung up for deserting ZZAP!, but he's now quite happy at Mean Machines (spit). Yes, that was him recently seen on The Gamesmaster.

CREEP OF THE MONTH!

I have written into ZZAPI many a time and have never got a letter printed. This is the last page in my pad (because I got all the other attempts at this letter wrong), so I've got to get this right. There is one person Scott Woodburn left out in last month's letters so:

MISS WHIPLASH

Presentation 100% As Pa would say, 'Perfick!' Lastability 100% I could read your letters for ever! Hookability 100% No problemo! Overall 100%

Anderlay, anderlay, arreba arreba. There, that should get me letter of the

month! Now then, I have a few questions: 1. How many letters do you get in a month?

2. Do you read all the letters you get?

3. Is Jimmy White's Whirlwind Snooker out for the C64?

4. Could we have more posters please? 5. Does Corky have any maps or cheats for Dizzy? If so, whip him till he prints

Tve run out of questions now, but you can tell Phil that 'Potsworth and Co' is a brill cartoon! Glad to see you instead of

Gareth Stainthorpe, Oldham, Lanes

PS. Would I be able to get hold of Issue 79 of ZZAP!?

Thanks for the compliments, Gareth.

1. Too many to count - more than Bash anyway.

2. Of course, otherwise how would I know which ones to print?

3. No, sadly there are no plans for a C64 version.

4. We're planning to have at least one

Firstly, I would like to ngratulate you and the rest of the crew for the prompt and my letter on Adventure games. I posted my letter to you on a veply on the Friday morning. Not only did it contain the but more as well. efficient reply regard Tuesday and receive Information I asked to

Shortly after buy games. A couple of away at the keyboo my children their C64, a friend gave us some unwanted e were of the adventure type, which soon had me bashing ing to solve them. I was hooked on them right from the start as often as possible. I enjoy playing other games, but for me you liventure mystery. Obviously, I was very pleased to see Nythyhe! injoyed playing if very much, and with a slight bit of help on the leted it. and now play then can't beat a good on Megalape 25 I way I recently com

Are you going to not some more adventure games on the Megatapes in the future? Or to put it another way, please can you put more adventure games on the Megatape? Can more reviews and articles on adventure games be featured in the

I have recently received my first copy of Adventure Probe mag which I have fournivery interesting and enjoyable reading Talso bought a couple of games from the Guild and found that the finendiness and service I received from Anyenture Probe and the Guild was excellent. Long may they and yours elves reign. Please, please, please, please can you print this fetter-us my children will be very disappointed if you don't. So will I.

R Weller, Bexley, Kent
PS. If you get the impression that I was groveling at the end. you re right, I was. All
the same, my kids would love to see this printed. Grovel, grovel

• Even the staff of the local post office are scared of me, that's why the reply to your letter appeared so quickly on the doorstep. To answer your queries here, I'm pleased to hear that you enjoyed playing Nythyhel and yes, there will be more adventure games on the Megatape. Plus the Ed has promised to include more adventure reviews and features. Anyway, stop grovelling. I hate it when people grovel, it makes me want to slice their heads off...

SERIOUSLY, THOUGH...

May Lask a serious question on your pages? I have just got hold of a copy of Domark's RBI 2 after a few months of saving up to buy it. In your review of the game - issue 76 — it says you can select one of 28 teams, choose whether to play another person or the computer and set the difficulty level to easy or hard. Then the actual game loads, enabling you to pick one of the 28 leams. The name supposedly contains two leagues as well

Anyway, getting to the point, was your review based on the disk version? I have the cassette and it loads in one, but only allows you to play in the best of seven series. I cannot pick any teams - it is always Oakland & Chicago — and I don't even get any options page, so the next game code

Have I got a dud lape, because you didn't mention that the 28 teams and options page was on the disk version only.

Please answer this letter as I am desperate to know it I should send the tape back or whether I am stuck with a rather boring (win four matches, win series) game D Forrest, Worksop, Notes

Yes, the review was based on the disk version, but we were told the cassette game would have all the options. Sorry about that, but the game's still the most playable baseball sim on the 64 - get a friend to play against! Miss W

every month. 5. What, the original Dizzy? That's a bit old even for Corky, but he's planning a map of Spellbound Dizzy. You can obtain Issue 79 (and

other back issues) from ZZAPI Mail Order - see the ad somewhere in this ish.

I WANDERED LONELY AS A ...

Here come the British Who's team is pretty swish Well it isn't actually They've got more members than their medals tally They're led by Wilf O'Rellly Who should've traded his skates in for a record by Kylie

This poem may rhyme in French

But it sure doesn't in a decent language.

l'm a right dirty black cloud! Yep! Wasn't it a waste of time sending a British team over to the Winter Olympics? Poor guys, first they have to contend with the rubbish poetry and the lunny French girls wearing bingo (lotto, it is over there) machines round their bodies in the opening ceremony, and then everybody else is better than them! It probably wasn't their fault though, it was so cold they couldn't get warmed up, could they?

Still, the hockey was a good laugh, they didn't have enough punch-ups though, it was too clean. Ah well!

Anyway, on to more important items now:

1. Will G-Loc be making an appearance this century? It's been promised for months now and there's still no sign of it.

 Has Phil ever considered liposuction?
 Or even 'Slimfast'? 'In one week the weight just dropped off."

4. Will people please stop comparing Trekkies to people called Kevin, who wear parkas and black-rimmed spectacles, and get their excitement from standing on draughty platforms (no, not the shoes) recording train numbers. Thank you!

Merci-pour ecoutering (Well summat like that)

James Gwinnell, St Annes, Lancashire

 I personally liked the Winter Olympics, it reminded me of a little place me and my Barbarian mates
conquered years ago. I agree with you
about the rubbish opening ceremony
though, it would've been livened up by
a few virgin sacrifices. As for the British
team, they should've given me half an
hour with them. They would've won
under my guidance. By the way the
poem's crap (good try though). poem's crap (good try though). 1. It was finally reviewed last issue, so by the time you read this response you'll have seen it. 2. Yes, but they lost the

tube in his stomach - I've offered to cut some of the fat off for him though!

3. He tried Slimfast for a week, but he ended up eating the tin it

came In. He reckoned it tasted better than the contents. 4. For a start, Star Trek fans

prefer to be called Trekkers these days, I'm a big fan of the series so if anyone starts calling me Kevin I'll wrap their entralis

round their

necks. Bash

HUBBA HUBBA!

I think you are very sexy, but writing

come from you don't need the whip! Regarding the people complaining about the new look, it's brill!! Lespedally like the picture next to the score box. I read some comments on your picture in the score section being pointographic. No. it's just a picture. If they printed a man in his Y-fronts there would be no complaints

I have a few questions I would like you

Could you put Ace on one of the Megatapes — both me and my triend like it very much

2. Flease could Corky do lips on Creatures, I'm linding the Piranha Portos very paining

Will there be a Turncan 31

4. Why does Paul Mellerick insist that he's the best games player, when he came last to the intermagazine.

Kieran Barker, Darwen, Lancs PS. Hoved the Elvira poster

 I certainly wouldn't object to a man in Y-Ironts — especially leather ones! 1. If you like it so much, why do you want it again?! I don't reckon much to

it myself. 2. Write to Corky personally for tips help. If he's in a good mood he'll send you the

3. Sadly it's unlikely...

Tips.

Phwoorrr!

Coz his head is far too big for his baseball cap. He's been intolerable since beating the Sega European champion in a recent challenge — that says a lot about the relative talents of your merage Sega gamer! Miss W

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Money for old reper or bundles of brillians The second se

They reckon 40 quid for a game that lasts a few hours is good value for money! Of course, wily C64 owners are really with it, and know they can get old classics for the price of a Chinese takeaway. We look at the latest rereleases on the menu.



ZOIDS

Alternative, £3.99 cassette only

emember the Tomy toys? Those galactic dinosaur thingles were lots of fun and easy to get into. Unlike the computer game, which is a bit too sophisticated for its own good. Time after time I tried to get somewhere and time after time I ended up dead within a matter of minutes.

You see, this ain't

your run-of-the-mill arcade game but a sophisticated icon-driven tactical tussle. You control a wimpy Blue Spiderzoid, taking on the might of the Red Zoids. The main aim is to find the pieces of Zoidzilla, each located in one of several city domes in eight city networks.

The huge play area is shown by a map, and explored by moving your Zoid along

the road network. Using your icons, you can attack Zoids, cities, radio transmitters etc, with your guns or missiles. Both weapons involve an arcade subgame: guns are aimed by continually manipulating the moving target into your sights — not as easy as it sounds; missiles are even harder to target, via plan and side-view guidance windows.

SUMMER CAMP

Klax, F3.99 cossette

Ts not so long since we reviewed
Winter Camp in the hallowed pages
of ZZAP! (Issue 81. in fact). And what
the you know, the original game that
introduced Maximus Mouse is soon to
be rereleased on budget (hurrah — the
whole world)

Summer Camp is an American institution (which should be committed to one) where kids are sent to endure

the Maplins-type torture holidays popular in good old Blighry. But in one such camp. Wottadump by name, disaster has struck on a massive scale. The camp flag has gone missing 24 hours before the grand opening for another season of 'fun'.

And the horribly victous camp commander has placed Max in charge of recovery; in fact, it's bring the flag back or else (totally bogus, dude). Max realises that he's got a snowball's chance in hell of ever recovering the original item, so he decides to grab a replacement. And what better than a flag

that has been very handily ploriked on the moon (they'll never holice the difference he hopes). There's one major flaw in his plan, however; he needs transport to get to the cheesy green satellite.

cheesy green satellite

So he must rampage around, searching for live crates containing pieces of vehicle. These are assembled in a trial-and-error subgame, before zooming to the next of four levels. Suffice to say, there are plenty of creatures rying to







lcon oclastics

Other icons
enable you to
detect missile
attacks, gain info
on enemy
installations,
manipulate
objects, and jam
enemy radio
transmitters. The
latter involves yet



another subgame, and another which I couldn't quite master: somehow you have to adjust various parameters to create an identical wave pattern.

I'm sure more patient souls will enjoy the strategic sophistication of Zoids, with radio towers and power stations to knock out before attacking cities. Maybe my mind just isn't strong enough to merge with one of these mechanical monsters although, having said that, I can appreciate the quality presentation and depth of gameplay without really getting very far. Be warned, this is one hard game.





make Max very brown bread, but the camp commander'll do the same if he fails.

Summer Camp is a platform (an's dream come true with plenty of leaps and bounds to keep Max fit. Graphically the game's brill, with plenty of bright and nicely animated creatures making Max's life pure hell. If you missed Summer Camp first time round, go out and buy it now

COLLY 85%



GUNSHIP

Kixx, £3.99 cassette

The Hughes AH-64A Apache is reputedly the most sophisticated helicopter gunship in the world. It's also the most likely to make enemy troops run in the opposite direction, mainly because anything carrying that much butt-kicking equipment deserves a respectful eye kept on it.



First reviewed in Issue 24. Gunship sets the fortunate (or unfortunate depending on how much of a coward you are) player in the 'driving seat' of this multimillion-dollar death wagon There are five scenarios, including the essential training exercise and an obligatory East/West ruck

that sees many millions of dollars worth of equipment trashed (hopefully not yours).

After correctly identifying a vehicle in the 'get this right or I'll bung you into training whether you like it or not' test, the option screens appear. There are three flying styles, representing the difficulty of the opposition, and four reality settings: simplified or realistic flying/landing, variable or clear weather and the quality of the enemy's armament (whether they can shoot straight or not).

Following this is a briefing, essential if you're to avoid any nasty international incidents. The Apache's main armament is an internally mounted 20mm cannon, but extra armament is available. There are FFAB, Hellfire and Sidewinder rockets, and you also have detensive capabilities in the guise of ECM jamming, chaff and flares.

It'd take all day to describe the full ins and outs of Gunship, suffice to say it's a swine to learn

Even though Gunship was first reviewed in early '87, it's still very playable today. As expected, the wire-frame graphics are slightly outdated by current standards, but simbuffs will find the game enjoyable.



The only real pain in the burn is the cassette multiload; it's a real drag unless you have the patience of several saints. Grossly overpriced when first released, the cassette version of Gunship is just about worth its four-quid price tag now. Rotors ready? Then let's rip!

4 File Control



BISMARCK

1 41.700 joris, the German battleship Bismarck was almost as large as Phil's lunch box, and the game (weighing a good deal less) is a brilliant recreation of the last days of its nautical namesake.

Entering service in April 1941, she had the allies so terrified they sent the entire home fleet of more than 30 ships to blast her out of the water. Luckily (for us), they succeeded — a Swordfish from the Ark Royal creamed her rudder with a torpedo, leaving her a sitting duck, easy prey for our own ships, Bismarck the game offers the chance to take control of either the German vessel, and escape to more triendly waters, or the pursuing British fleet. If you can't cope with the historical scenario, there's

always the five set battles to practise on.

The game is very complicated (as all good strategy sims should be), but intelligent use of icons and excellent joystick control prevent it from becoming tedious. An amazingly accurate simulation of naval warfare, vital elements such as weather, air reconnaissance and visibility are well covered. When engaging an enemy ship, it's careful study of direction and gun elevation that will win the day, not lightning reflexes and

mindless button-bashing. Watch out for damage on your own ship too — delay sending that fire-fighting party too long and you'll live to regret it (or rather you won't...).

Again true to life, there's more to the game than open warfare. Some strategy hints are offered, but don't expect an easy time of it — Admirals aren't trained in a day, not even in the Italian navy! It's up to you to make sure you're aware of what's going on around you, it won't be offered on a plate (I was once relieved of all duties for

STEIGAR Summit, £3.99 cassette only

ercenaries are a bunch of rock 'ard muthas, aren't they readers? They get paid oodles of spondoolies to do dangerous and often suicidal things (like working for ZZAP!, only we get peanuts!).

The hero of Steigar is no different (ie he's several sandwiches short of a picnic basket).

It's the Whirlibirds

Trained as a chopper pilot, our hero's task is to blast the cack out of anything that moves. And these 'anythings' are the enemy hardware that arrive from land,



sea and air though they aren't offering any olive branches (except perhaps to smack Steigar over the head with). There are several missions, played in succession, and Steigar is raring to go kick some enemy ass (boy). The first task is to destroy an enemy navel unit, and for this the helicopter is initially armed

with a poxy cannon, three smart bombs and unlimited bouncing bombs (jab the fire button for the cannon, hold it down to drop a bouncing bomb and space bar for the smarties). With the expiration of certain antagonists, five different coloured icons appear. Blue = speed up, yellow = extra points, grey = extra life, red = extra weapons and orange = extra firepower.







sinking one of my own ships!).

It goes without saying that strategy games won't appeal to everyone, but those who like a challenge should find Bismarck to their liking. It takes a while to get used to, but its atmosphere, playability and incredible degree of historical accuracy make it a real winner.

90%

Sad to say, even when you reach the fat barst at the end of the level, it's really not worth the effort. Instead of exploding in a shower of debris, the stoopid sprite quietly shuffles off the side of the screen (very spectacular... NOT). But even reaching the first of these is tough: the enemy troops are enthusiastic in their task of Steigar bashing. A hail of missiles greets your advances, and a lot of fancy flying is needed just to stay in the air.

Bounce for Britain!

Even when you manage to catch the icons, a missile or bullet up the jacksie is generally your reward. The game is also bugged, many's the time I've dropped a bouncing bomb that has spanged off the canopy of a couple of aircraft without destroying them (that's a really neat trick guys, how do you do it?). Add to that the badly drawn sprites and irritating title tune and sound effects, and you have a game that barely manages to stay airborne. Even at a budget price Steigar in my opinion isn't worth the audio tape it's recorded on.





PEGASUS BRIDGE

Summit, £3.99

ow here's a novelty — a game that actually played better as a full-price release than it does on budget! To cut down on packaging costs Summit have put all instructions and reference charts on one painfully small piece of paper making it almost impossible to read. Not the best of starts to any game, especially a sharingy sim, where you need to reter to milliary stats throughout.

Situated in occupied France, the Pegasus Bridge spanned the Caen canal. If the impending D-Day landings were to prove successful the Allies had to secure this strategically important area, denying enemy access to the beachhead landing zones and neutralising potentially tethal gun emplacements. Pegasus Bridge is an extremely accurate simulation of the opening hours of the D-Day landings, though it's dolimitally showing its age in the playability stakes.

Over the top, chums!

After choosing sides (you can play British or Germany), and whether to play the computer or another player, the British must air-drop the advance pany into onemy-neid ten lovy, securing the drop-sites ready for the main division.

The game is a very sophisticated war simulation, teaturing accurate depictions of the regiments involved, each with its own strengths and weaknesses. The map is also well taid out, with differences in terrain taking their inevitable toll on movement. You can combine units on a single square, through you can't altack a hosbie army from two litariks, which is a pain.

Under a headstone, suckers!

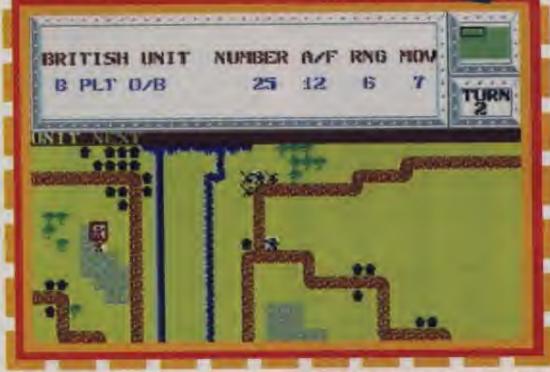
For all its strategic strengths. Pegasus Bridge suffers from poor presentation Control response is so lousy that when moving your troops more than one square at a time, you need to release the joystick after every step! As stated earlier, the packaging does it no layouts either

packaging does it no tayours either

Pegasus Bridge is a good, solid strategy sim that suffers from inetticient programming. By today's standards it handles like a pregnant hippo-

but purists will appreciate the thoroughness of the research. Still more entertaining than your average bridge evening, though







WORLD CLASS SOCCER Kixx, £3.99

hen first released to coincide with the World Cup, this was known as Italy 1990. At the time, it far outshone Virgin's official licence, and it still holds a lot of frantic footy fun today.

There's the obligatory two-player mode, of course, but the real attraction is the full World Cup tournament with all 24 teams from Italia '90. Whichever nation you choose, you can select your team from a fairly authentic squad of star players - yep, there's Gazza in the England team, and Jim Leighton for Scotland! But as the game was originally released just before the real-life squads were announced, some players are missing, eg Mark Wright for England (we

wouldn't even have beaten Egypt without

The match action lets the side down slightly. It's a simple overhead-view game with ball-stuck-to-foot dribbling and played at a fast pace that makes clever passing difficult (a bit like British footy, really). It's not exactly MicroProse, but still a better kickabout than many games I could mention (see my soccer round-up in the last ish!).

If you want to relive the thrills of the World Cup, this is certainly a better deal than £5.5 million for a 'daft brush'!





THE MATCH

its another footy manager, and a good un too, with a nifty match scene and commentary. After selecting one of 40 teams, the main menu offers ten options accessed by pressing their initial letter; Change Squad: shows your full squad of 20 players (whose names can be changed). One of three formations (4-3-3) 4-2-4, and 2-3-5 - I thought that one went out with the ark!) can be selected and players' positions swapped around, including two subs. This is a bit bewildering at first as your players don't have their skill ratings displayed — you have to assess them yourself by watching

Benks displays your finances and enables you to change ground admission prices. You can also hire a scout to





GOALH

OTS.

Cull, £3.99 cassette

el another looty manager from the prolific Cult/D&H Games, this doesn't get off to the most promising of starts.

After loading you have to wait a full two minutes while the program sorts out its data (there's also a one-minute delay after each week's matches)

Following this, you choose any of 80 teams and the admission prices to your

clue's games: anything from £1 to £5 — pretty cheap methicks, even for the Fourth Division You can even change your side's strip... for a £1 000

Into the game proper, and there are 12 options on the main menu, accessed by pressing their initial

letter. See Team: show your full squad with

stats. From here you can select players for the next match and sell any old dull ars. Very familial player names are used, but not in their regular positions, eg Mark Hughes as keeper (not a bac idea, he might get near the goal for once) Coaching: improves players shills you can coach goalkeeping, detence, midfield, attack or learnwork.

Purchase Player, up to eight players are for sale every week. No complicated bid system here — you just pay the asking

Accounts: shows your bank balance and

D



compile a report on your next opponents (including strengths) weaknesses, and bast

Training: your coach tells you which players need training, and in what areas (tackling,

passing, etc).

Physics tells you who's injured and how near they are to recovery

Markets this is where
you buy and sell players Any of four transfer-listed players can be bought (at a listed price) Alternatively, if another

player has caught your eye, you can try and buy him by typing in his name — my favourile trick is to buy my next opponents best player!

displays your season fixture past results

League Tables: you can see any or the four divisions. your game

position to lape **Quili**r em. you quit the

game (just like old Kenny!) Play Match:

okay, if may not look much on a static screenshot, but this is one of the most ellective match scenes in any footy management game. Tiny players move

around the pitch, their passes and shots shown by straight lines. At the same time a commentary tells you which player has the ball, who's about to tackle him, who he passes to etc.

If your team's getting hammered, try

TARKSFER MARKET

ARE & PLAYERS DI DEFER DR UDULO YOU RATKER BID PLAYER DE YOUR DUD CADICE? THERE

DARLINGTON COSEDS OFFER MOREAN

GFFEA TAGGART

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YOUR ACCOUNTS ESTREDS

BUY FLATER BUH CABICE

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positions, or putting on your two substitutes. You also need to pay careful attention to individual players, so you can alter their ratings on the assessment screen. If an opposing player looks good, you can try and buy him later It takes a few matches to work out which your best players are, by bying them all out in turn (just like Graham Taylor does))

As with League Football you can't really assess your opponents until you play them - swapping positions and making substitutions accordingly (sadly you can't change formation during a malch) But it's all the more realistic for this, along with the DIV player assessments. The neal match scene is the star of the snow in yet another worthy tooty manager from Cuit







how much you've barrawed in loans. You've obviously got a friendly bank, manager 'coz he only makes you pay any interest (10%) if you don't pay your debts before the end of the season.

League Data: shows all your opponents in order, with results of matches already

played and general team ratings ('weak'

good , atc) Table: shows your division table Managers: shows the rankings of the managers with their last three results — homen i played, the positions were always identical to those in the league.

Directors: the board tall you what they think of you! They might even put some more dosh in the club lunds.

Resign: if you haven't already been sacked, you can quit.
Save you can SAVE your game position to

tape, so you can go clubbing with Gazza. Name Designer: if your lave team or player aren't included, you can change any of the names including those of the

Kick Off: time to play the week's matches A clock counts away the minutes of your match, every so often you or your opponents get a goal-scoring chance, shown via an automatic arcade sequence. The goal-mouth is shown from overhead with a solitary altacker dribbling the ball into the penalty area. Two defenders try to stop him — If he shoots, the goalle can save it. It's all very

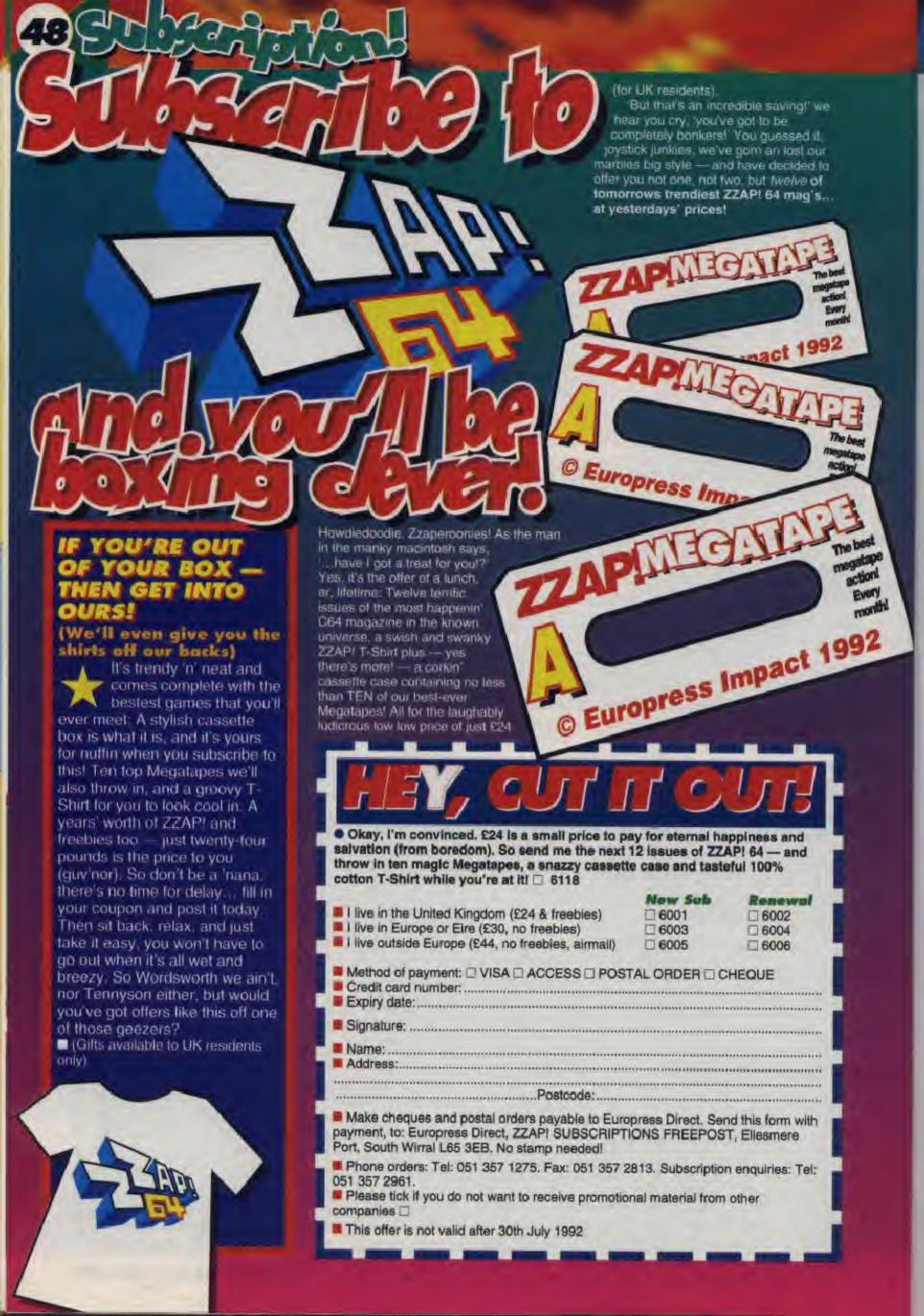
sluggish and the players are pretty thick (my attacker kept shooting miles wide), but al least you can cheer your learn on, rather than just see the result. You can also make tactical substitutions.

At the end of the day, League Football (s a pretty good management game There's nothing spectacularly new here, but it's all done

well, including all the usual management features and good match highlights, One slight disappointment is that you can't really analyse the opposition before a match — you just have to want and see how the match goes, then make substitutions to after your team accordingly. Well, I suppose that's what happens in real life — and at least you won't need a dustbin lid on your roof to watch League Football next season!



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After spending so much money in the arcades last month, Corky is now living in a cardboard box in the middle of Ludlow High Street. But he's willing to spend what little money he has left in the world (86 pence) on the latest trip to arcade land. This time he attends a REALLY weird party, learns to fly a multimillion-dollar chopper and finally races a super-dooper, turbocharged, 'that guy's a nutter' car. Hold on to yer maracas (madam).

THE GETAWAY

s this the advert for Lunn Poly? You know, the one that goes 'I saved

that goes 'I saved £150 on my holiday... get away'. Hmm, maybe not, What it is, however, is another pinball table from the technological masters of the steel ball. The Getaway sets you at the steering wheel of a huge supercharged car in which you must

bum up the freeway (no, not the pratty little dog who used to appear in Hart To Hart), and pee off the rozzers in the process. And as with all pinball games there are plenty of bonus points to be won, but it's also typical that they aren't just given away.

There are, however, plenty of features scattered around the cabinet to help you in your quest for that elusive high score. In keeping with the motor-racing theme, the steel balls are launched into the playing field (mind the bull) via a gear stick. Hitting the Supercharger whizzes the ball up to warp speeds, ready to access the three-ball multiplay (you need three pairs of eyes for this one). In all, The Getaway is a great laff; plenty of thrills and spills without risking life and limb. I even saved £250 pounds on my holiday.



THE PARTY ZONE (Bally/Williams)

es, this is finally my chance to shout PARTY ON DUDES!! at the top of my lungs. Another pinball machine, in the guise of The Party Zone, is the third and final game!" Il be reviewing this month. I've always loved a good party (watch your front doors when I'm around though), and this is a real doozy. Captain B Zarr is the host and MC for this evening's fun-filled bash, and he also literally keeps an eye on the proceedings. Ace music such as Jimi Hendrix's 'Purple Haze' and The Who classic 'Pinball Wizard' create the

mood (great choice of music, guys) as the player racks up the points.

Multi-ball play rears its ugly head again with the 'Supersonic Robotic Comic', while 'Laff Attack' makes all the targets worth 100,000 points for a limited time span. 'Eat, Drink And Be Merry' gives up to six million points, and 'Way Out Of Control' offers a selection of BIG payoffs. 'Dance Contest' sets off the Dancing Dummy (looks a bit like Phil on the dance floor) and lights Jumper Bumpers worth 100,000 points apiece. The party's in full swing, so why not grab a six pack and join in the fun? Sorry, I can't resist shouting PARTY ON **DUDES** again, so here goes... PAR(I can easily resist hearing it again though. Snip! - Ed).

AIR RESCUE

kay let's get the big chopper gags out of way before we ge on art, if you've quite is hed, the game piotoes something like this. A subtoon of soldiers have sen lost somewhere over memy territory (c'mon guys, how can you lose a whole bunch of soldiers?) They had been written off as MIA (Missing In Action).

buta



orack learn of commandos are willing to attempt a rescue. You play the part of a suicidal pilot who must manipulate the chopper and with judicious use of the weaponry, kick ass.

And so you don't get lonely there are two screens linked together, so

And so you don't get lonely there are two screens linked together, so you can tope a pall into the action. Also, by making full use of the System J2's capabilities, Sega claim to have created a totally realistic helicopher simulation. Never having flown a chopper before (creatashed one, in Mike Smith's case). I can't comment on the statement. But if like me, you're it shoot-em-up

talement But if like me you're it shoot-em-up freak you can't rail to be impressed by the "giring-ho" action. The two-player simultaneous-play mode is fairly unusual if personally think there should he more games of this lik coz they regreat iun. And so is Air Rescue (strangely enough).



you'd have far more fun with an pouring out of your 64's cartridge port! In old crate and some pram wheels!

Zeppelin, £3.99

he second budget compilation from Zeppelin features four oldies from their budget range.



Jocky Wilson's Darts
Challenge
Darts on a computer, it doesn't

really work somehow. If only someone could devise a realistic simulation of throwing perhaps by chucking a light pen at the screen!

In Jecky's, you've got a very shaky hand — but at least your aim moves in predictable curves. Use the joystick to move it, and press fire to release the dart when it's over the right bit of the board-

It's a lot easier than it sounds and you're soon scoring 180s galore (I even managed an 11-dart finish!). And you need them to beat some very sharp computer players, either in a knockout or round-robin tournament,

There's also round the clock" and two-player head-tohead options, but the 'action' gets repetitive when you haven't got a pint of beer to sup.

Go-Kart Simulator

 Go-karts weren't like this when I were a nipper! But what purports to be a race game is actually a mazeexploring collect-'em-up. The computer-controlled cars are merely there to bump into you, removing a life By leaving a cloud of smoke you can delay any pursuing cars while you search for collectable bonuses. That's about all there is to it, and very dull it is too. Come to think of it.

Sabotage
It's hard and I hate it, Look, I know. sometimes I complain about games being too easy, but this is ridiculous. Challenging isn't the word for this crude shoot-'em-up: the first few levels are near-impossible, and then it gets harder! It's so unplayable, and goes to prove that a high difficulty level is no substitute for good design.

Las Vegas Casino Craps. 'Nutl said. Oh all right, but put your money on this and you'll surely lose. I've never understood the point of computer gambling simulations - I mean, no matter how well you do, a torrent of cash isn't about to come Las Vegas you can win or lose imaginary money in Black Jack, Craps, Roulette and Baccarat, It's gambling without the thrills.

Recommendation

With Jocky Wilson taking star billing, this pack's very short on entertainment value even at the budget price.



£9.99 cassette, £14.99 disk

I may sound like one of those 'greatest hits albums, but don't worry, England's goal-scoring hero hasn't yet ventured into the pop world (apart from backing vocals on 'World In Motion'). This is, in fact, a collection of his greatest computer-game

Italy 1990

 This is the best game in the pack, reviewed elsewhere in this issue as a budget rerelease (under a different name!). As I said there, the actual gameplay's pretty simplistic but played at a lightning pace that makes two-player games frantic fun. The game's star attraction, though, is the full World Cup tournament with near-authentic squads of players for all 24 teams. If you control Brazil it's pretty easy to win the Cup — for a real challenge, try doing it with Scotland!

Gary Lineker's Superskills

 This isn't a footy game at all, but simulates all the arduous training players have to do every week (apart from the nightclubbing!)

The first of three sections is the gym, where you move the joystick rhythmically in various directions to do push-ups, squat thrusts, weight training and monkey-bar swings. Following this is a spot of ball juggling - not as difficult as it sounds, as the computer automatically selects the appropriate shoulder/knee/kick when you press fire with

Finally, field work involves dribbling around cones, chipping, shooting through tyres and taking penalties (I think Gary needs a bit of practice at

Despite a multi-player option and three skill levels, it soon gets boring just trying to beat an overall time limit. No wonder players hate training.

Gary Lineker's Hotshot

 If your wrist hasn't seized up by now, it's back onto the pitch for some more footy. This overhead-view game isn't a patch on MicroProse, but a fair kick-around with two players. Sadly, the computer sides are dead easy to beat and the action's pretty sluggish.

Gary Lineker's Superstar Soccer

 Another disappointing performance from Gary, this has the novelty of controlling a single player for the whole of the match. The action is extremely unrealistic with teams scoring over 20 goals and, again, the computer sides are far too easy to beat. The disk version is marginally improved by simple management options and a league.

Recommendation

By far the best game here is Italy 1990, and that's just been rereleased on budget (as World Class Soccer). Despite the inclusion of a neat European Championship wall-chart, this compilation isn't really worth

the extra dosh.

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Henrietmays Jook of Spelle Mys V-14 -20.50 [1-2] Prof

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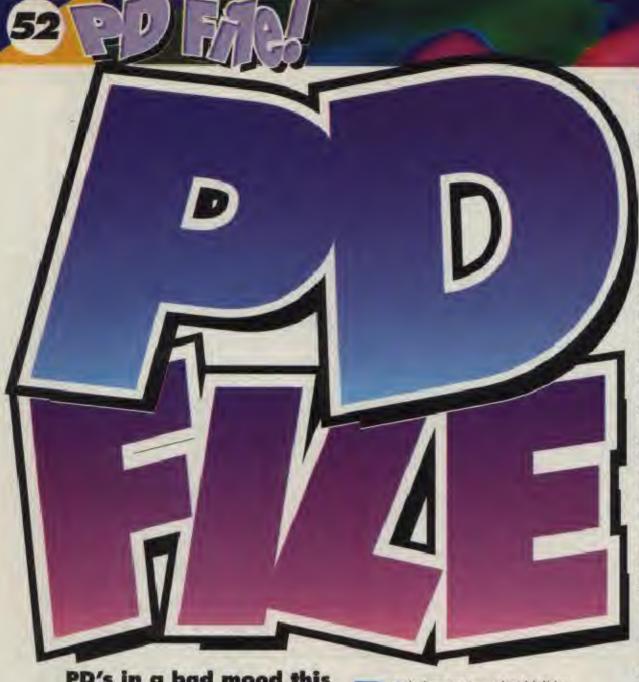
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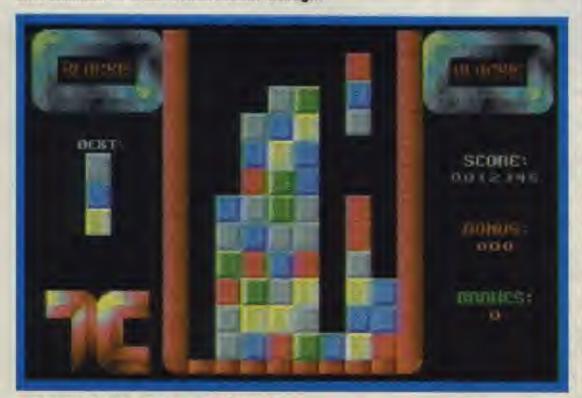
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PD's in a bad mood this month. His dad's stopped his pocket money 'coz he caught him watching 'naughty' demos on his C64.
Nothing else for it — he'll have to stick to PD games!

ocket money — shouldn't be allowed! When I'm Prime Minister, I'll make sure everyone gets a lovely software grant of £10 per week to spend on games, and to pay for it I'd impose a fine of at least £10,000 every time a software house 'forgets' to release a C64 version of their latest game. That'll teach 'em, ha, ha! But as I am flat broke there won't be another general election until 1997 so I'll be playing PD games till then...

• Erm, haven't I seen this somewhere before? It's the Columns-style PD title Blockie — it ain't that clever though.



BLOCKIE

Don't ya just love it when a PD dude programs a near-perfect version of a popular game? Why splash out on the 'official' version when the PD 'tribute' is just as good? But don't ya just HATE it when you find the PD 'masterpiece' is a bug-ridden monstrosity that offers less excitement than a game of bingo! Blockie is a brilliantly executed Columns clone, but the programmer doesn't seem to understand the mathematics involved.

Those who've played the original will know that gameplay is frighteningly simple. Vertical columns of three-coloured tiles fall from the air, the player placing them to his advantage: horizontal, diagonal or vertical lines of three or more matching tiles disappear. They fall at a set speed that gradually increases, *Tetris*-style, but unlike *Tetris* you can't rotate them — pressing fire only alters the order of the falling tiles.

As you can see from the screenshot, the graphics are great. Straightforward, nofrills clarity is essential for a decent puzzler, and Blockie's bang on the nail. Control movement is silky smooth, and joystick response beyond reproach. So where does it fall flat on its phizog? When a run of tiles disappear, gravity takes effect and tiles placed on top of it fall. Unfortunately the game doesn't then recheck, so newly created lines remain until another column falls. Worse still, there's no end-game routine — if your pile reaches the top of the screen, instead of taking residence in 'Game Over' city, you just carry on!

Sloppy programming destroys what could and should've been a mega-puzzler. Not recommended.



Oh my giddy Aunt, somehow you have to shuffle all those blocks to make a pretty picture. Looks like a Picasso painting at the moment!

PUZZLE SHUFFLE

...Or should that read 'shiffle'? I don't BELIEVE those guys misspelt their own game name on the intro screen! Jeez, I thort I was bad (you are — Ed).

Puzzle SHUFFLE is a computer version of those slidey puzzle thingies, the ones you buy when you're on holiday and wonder why you bothered when you get home. The computer scrambles the squares, and you sort them out using the joystick. There's no cursor control — moving right, for example, slides the square to the immediate left of the gap. Time limit is optional.

A simple idea, but it's the simple ones that are usually the best, especially when they're as well presented as this. The graphics are exciting and original, though perhaps a little TOO detailed - it's often difficult to see what's going on. Also, the completed image isn't displayed alongside the scrambled one, which adds to the

Puzzle Shuffle is well executed, but it's still only a slidey puzzler. Those who spend their holidays reassembling dodgy piccies of Bognor Pier will find this immediately to their liking (it won't cost much more, either).



Whoopie, another Shoot-Em-Up Construction Kit game! As an example of SEUCK's technical ability Chaos Kemal is great, but it's let down heavily in the 'game

Shamelessly derivative (even the music's ripped-off from Mega Apocalypse), you control a painfully familiar-looking spaceship that moves left to right, Space Invaders/Galaxians-style, blasting away at

> ever seen in SEUCK games. Only one type of baddie is displayed at a time, but once you've slaughtered a given number they undergo a Dr Who-style transformation, and

And this is where the game goes downhill. Although each set of aliens is a work of art (appart from the pathetic red sticks! - Ed), they all behave exactly the blimmin' same, bouncing around the screen and ramming unwary warriors. They never shoot, even on the higher levels! The difficulty curve is nonexistent, and the irritatingly thin gameplay is far too easy to master. Also, the collision detection's a little wonky in places -

not horrendously bad, but not as good as it

Chaos Kernal is okay for a game or two. but the sameyness soon takes its tolllooks great, soon grates, but comes highly recommended to SEUCK programmers who want to see how a sprite should be generated.

ANTIFRICTION

Now here's a novelty - a PD shootem-up not created with SEUCK! A multi-stage blaster, Antifriction leatures horizontal scrolling, four layers of breathtaking parallax, and some mean power-ups

The first stage sees you up against six enemies, flying horizontally across a wraparound playing area - the fastest foe hogs the middle ground with the next two flying in unison behind him, the three slowcoaches bringing up the rear and blocking the entire playing area. To progress you need to pick them off one by one, which isn't easy - their flight paths overlap, and the temptation to hang around for that one last shot often proves fatall

Only one enemy in stage two, but it's a toughie! A snake-like monstrosity made of green spheres slithers across the screen. It's only vulnerable section is the red sphere at its head, so make sure you hit it before it hits you!

Hard on its reptilian tail come three spaceships approaching at hyper-speed. Blast a hole in their tight formation and it's out of the frying pan, into the brown squidgy stuff - the road ahead is blocked by a series of walls, each of which has a nailbitingly narrow gap to fly through.

If all this excitement is proving too much for you, you'll be glad to hear the next two stages are easier. Two allen attack waves dominate the upper and lower echelons of the screen — as long as you sit in the middle, no problemo. This is followed by a load of slow-moving cannon fodder for you to exercise your more sadistic vices on.

Back to nail-biting action with two sets of three oncoming missiles heading in your direction! Starting at the top and bottom ends of the screen, this time they weave up and down like demented morris dancers blast and dodge, or get caught between 'em. This is followed by a blue microwave oven

thingle, circled by red quardians - pick your shot, then it's on to the big baddles! There are several of these, all of which take several shots before buying the farm.

Between each stage you get to select a power-up, which include shields, lasers, multiple shots and a big bomb. You can only hold one power-up at a time, and you'll only ever need one! I won't tell you which, 'caz despite this quirk the

great — you really ought to find out for yourself. You'll complete it fairly quickly as it. isn't very hard, but the end-screen's rather

If this were a budget release it couldn't justify its price tag, but as a PD game it's a gas - so bum it baby, bumill

Er... Wow! Without a doubt, this is the best PD game I've ever seen (cue sharp intake

A well-wild image of the Gameboy, about three times the size of the screen, bounces up and down - hitting Shift-Lock stops the scralling and plunges you into a pixel-perfect reproduction of Telns, as seen on the Nintendo Gameboy. Controls are smooth, the difficulty curve is every bit as gentle as its handheld honcho, and the graphics. . well they're grey instead of yellow, but apart from that Nintendo's magical monochrome marvel is amulated in ils entiretyl

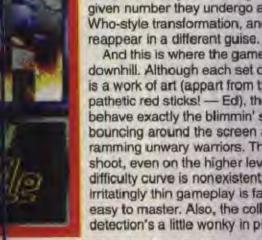
You'd have a lot of mouble playing it on the bus with a C64 and a TV on your lap and a 12-volt battery strapped to your back-but it's great fun to play at nome and it piddles over Mirrorsoft's official Tems release. A faultiess outing that could easily out the mustard as a budget game. As free software it's unreall

I do so love my PD games, they're filled with Jun and Irolics. Four of them were rather good, the titta a load of (Snip! - Ed) Arryone warning to sample these wares should contact Kenz at; Binary Zone, 34 Portland Rd. Droitwich. Wores. WR9 70W. If you're a machine-code maniac, try hacking Blockie — without the bugs it'd bewicked!

CHAOS KERNAL

design' department.

some of the spankiest looking aliens I've



 What a load of balls — but wait a minute, this SEUCK game is dead good.





1777

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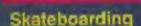
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Just out of hibernation (well, a long post-lunch nap), PHIL 'CRUSTY' KING comes out of his shell to chew on a lettuce leaf and a jammy doughnut of a game...

've never really liked tortoises - they're enough to put you off your meat pie but Turbo is different. He's no slowcoach - well, not since he decided to hibernate in Doctor Mulliner's 'Matter Doesn't Matter' chamber and got zapped by a massive bolt of lightning. That sure put the wind up him, and now the cute little fella can run along at speed, leap high into the air and use weapons. He even wears a bandana, but he's no pizza fan.

He'd much rather chew on the baddles in six levels. Why? Well, after inadvertently ruining the Doc's experiment, he thinks he ought to help out by recovering six objects vital for the Mad Professor's cybernetic prototype. Trouble is, each item is located in a different time zone, including Prehistoric, Ice Age and Ancient Egyptian.

 Another tricky superbaddie wait till he starts to come down, then get on the platform and jump on his head.

Supersonic shell

Turbo zooms along the horizontally scrolling levels, picking up fruit, energy and

weapons. There are loads of platforms (including the moving variety) to jump on, but watch out for the crumbling ones. Baddies take away one of Turbo's 'hits' on contact - those continue-plays really come in useful, and avoid much multiload frustration (although it's very quick anyway).

If Turbo's unarmed he can still kill nasties by jumping on their heads,

crouching to hit them with his hard shell. Some take more than one hit to kill - the big end-of-level baddies are well 'ard, and very difficult to hit on the head without getting hurt.

Each level contains loads of surprises like invisible platforms and even secret entrances to bonus, fruit-collecting levels. There's even some Chuck Rock-style rock chucking required to cross stretches of water - instead of sinking, they float backwards and forwards.

Otherwise, there's not the depth and variety of gameplay of Chuck Rock, but it's still a stonker of a platform game. There's new things to do and see on every level, all

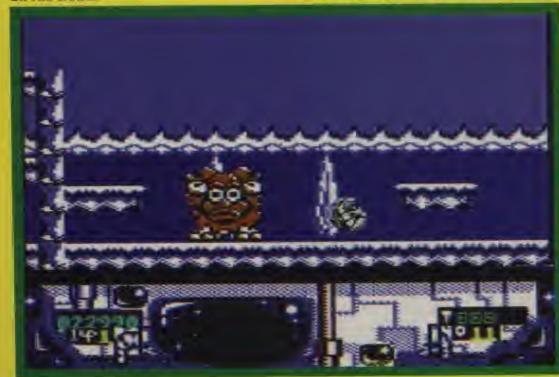
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Okay in-game FX and a

MOOKABILITY

Lastability It's six levels of sheer fun

ZZAP! 64 No.86 II July 1992





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worth £3.99 of anyone's

money Great stuff!

Whey-hey, this is

straightforward.

what

budget

lack

platform

KingSoft, Oh no! Disaster has struck and the ZZAP! computers have been taken over

• KingSoft, £10.99 cassette, £15.99 disk

e've all heard of the computer viruses that nasty pirates bung into computer systems. The Michelangelo virus was the last one to hit the world — activating itself on the birthday of the famous painter, no less (courtesy of Corky Crap Info Inc.). It corrupted hard disk drives and in one place started to play Barry Manilow songs (Agggggh! — Phil). In this game nothing quite so drastic happens (with apologies to BM (ans... NOT), but it's

Here's a game that's literally crawling with bugs, and actually plays better as a result! Naturally, the bugs in question are of the sprite variety and not programming errors, which is fitting as the entire game takes place level upon hectic level - Inside a glant computer. Having perused the screenshots, you're probably thinking, 'Looks poxy to me' ... and you'd be half right. Graphically, Bug Bomber looks like a Bog simplistic, Bummer; the grey/brown static backdrop provides an uninspiring battlefield, but the action that takes place thereon should be experienced first-hand before levelling any criticisms. Negotiations are currently underway which will result, if all goes well, in a playable demo of Bug Bomber appearing on this month's Megatape, so you'll be able to see for yourselves just how frantically addictive the game is!

It's the sheer variety that tickled my fancy (missus). A tricky one to sum up, it comes across as a kind of shoot-'em-up-strategy-puzzler—if that makes any sense! Great fun against the computer but, like most games of this ilk, even better when played against a pal. Should I lay some tank eggs and protect them with a ring of mines... or conserve my energy and simply blast the pants off my opponent? Aargh! Too late, Corky's just smegged me into oblivion!

Oh no! Disaster has struck and the ZZAP! computers have been taken over by all manner of beastly beasties. We miniaturised MARK 'BUG BLATTER' CASWELL and sent him into the office Apple Macintoshes. What he found wasn't pretty (a half-eaten cheese-and-chutney sarnie stuck in Phil's keyboard, for one thing!), but we'll let him take up the story...



• Okay, so it looks like a second-rate Public Domain reject... but it's all in the playability, innit?

serious enough. A band of infamous 'bugs' have penetrated the main computer and are threatening to paralyse it (with a few choice Des O' Connor tracks).

Coulourful characters

So it's down to you and up to three pals (making errm, a maximum of four people in all) to travel through the computer and eliminate the threat. There are four characters on offer, and so you don't get confused as to who's who, they're colour-coded (just like Charlie's XR2!): Punky's red, Martian's green, Jailbird's blue and Neando's yellow.

Options are plentiful. For a start, there are two distinct types of game: versus the computer (cooperating with other players) or the opponent mode (each man for himself!) The latter incorporates an adjustable number of computer bugs (whose intelligence can be varied) and

comprises bouts won by the last surviving player. Both modes can have up to four human players, controlling their characters with either four joysticks (with special adapter) or two sticks and two on keyboard. There's also a handy password system to access every tenth level.

Gimme a gvn, quick

Phew. I'm knackered after that explanation, but we can finally get to the game. The play area is a large square split into loadsa smaller squares, and the peace doesn't last very long 'coz the bugs are soon on the scene. Of course the ultimate aim is to destroy all other creatures on the board (both human and computer-controlled). How do you do this? Well it's easy peasy (where've I heard that one before). By holding down the tire button and moving the stick in one of the four compass directions,



various weapons and handy icons can be accessed (have a bulchers at the box lavishly illustrated on the right!), including laying eggs which hatch out one useful creatures. However, using weapons and laying eggs costs valuable energy (doesn't it always, etr?) — if it

gets down to zero you're a goner.
It takes a couple of games to fully understand the rules of Bug Bomber (if you're a thickie like me), but after that you can't put the joystick down. Like all multi-player games this is best tackled with at least one pal, where you can either cooperate or kick the s@%" out of each other

Words can't describe how playable Bug Bomber is, you'll just have to take my word for it or play it yourselves (I know that's a cop out but I'm running out of review space). On par with the playability are the graphics; small but wonderfully animated sprites charge around the screen in a psychopathic Irenzy (just like me - Phil 'kinky' Kingl) Bug Bomber is a difficult game to describe, but it's a hall of a lot of fun to play believe you me!





 A four-player game looks something like this — hectic! With so many sprites zipping about at once, keeping your eye on your own sprite is tricky enough, let alone trouncing the opposition!



Odds 'n' Bogs Weapons & Stuff Block: Dropped to block



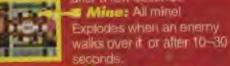
a passage, usually to stop an

enemy chasing after you.

Berne: Delonates shortly after being dropped (gel out of the way or you'll lose energyl). Useful for destroying obstructing blocks, mines and opponents' eggst Thuaderbolts

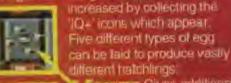


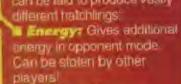
Automatically lines lowards any enemy in same line. It no enemy is found it disappears after a few seconds.



Go To Work On An Egg

A creature hatching out from an egg has an ritelligance relating to its layer's IO





players! **To Pointer:** Changes other players' eggs to your

Cruncher: Destroys blocks of your own colour

Number: Pursues other players and creatures. Always selects strongest opponent to attack

Killers The most

dangerous being, it looks like a tank and can lay its own thunderbolts.





© Ocean, £10.99 cassette, £15.99 disk

Cynics say The Addams
Family bear more than a
passing resemblance to
the ZZAP! crew — IAN
'FESTER' OSBORNE asks
which one's Steve?

o this is it—the one we've all been waiting for. The mighty Ocean's high-profile release, 1992's BIG film licence and possibly the Mancunian giant's 8-bit swan-song. So why, after all the hype, is The Addams Family such a ridiculously difficult and hopelessly dated platform game that looks more like a mediocre budget title than the mega-Sizzler we all expected? I'm depressed!

The first thing you notice about The Addams Family is the game makes no attempt to follow the plot— the movie had nothing to do with Gomez (that's daddy Addams, the one that looks like an extra from a Zorro movie) searching the family mansion for his kith and kin. Why they want to spend all that dosh on a film licence and not use it is beyond me, but I'm glad they used the music from the TV version instead of that blimmin awful MC Hammer ditty (rap with a capital C).

I suppose you could excuse the ropey plot if the gameplay delivered the goods, but it doesn't. Leap around platforms, dodge the

• Midnight, one more night without sleeping. Watching, till the morning comes creeping — Green Door, what's that secret you're keeping? Okay, so they're supposed to be crazy and kooky and all that stuff. And if only I could find one of the blighters I'd be able to see for myself just how spooky they are. As it stands, the only thing I know for sure about the rest of Gomez's happy family is that they're piggin' difficult to locate! Umpteen trillion nasties and more precarious platforms than Victoria station during rush-hour stand between you and your goal — so you'll need the patience of Job's mum if you plan to keep your hair on your head and knickers twistless...

Colourful, well-animated sprites compete with the gorgeously detailed backdrops in an effort to grab your attention. And grab it they do, for a while at least. What looks like a stonking great platform-collect-'em-up soon deteriorates into a frustrating all-too-easy-to-die disaster as jump after jump fails to get you to where you want to be. Carlographing couch-potatoes should get a kick outta putting the map together (I'll get Corky to award a special prize for the first complete Addams map that he gets in), but most other platform pundits will find that, like Gomez attempting to reach the next platform, the game fails too far short.

...and voilal That's the Red Key atop the wardrobe (top left), just a hop, skip and jump away! Now, if you go back to the start acreen (outside the castle) and keep shuffling left, you'll discover that the red door has vanished, so just a through it to find the Purple Key. And if you think this is going to make it a whole lot easier to complete, think again!!!

Kooky stuff!

Ocean's Addams Family is the toughest platform caper that we've played in yonks. Pixel-perfect jumps are essential to your survival, and there are so many screens leading off every which way that even the most meticulous mappers will be eating their armchairs in frustration! To help you out, then, we've put together this little map which will lead you directly to the Red Key. Big help, huh?



Outside the mansion and, until you find the purple key, about as far right as you're gonna git! The floor below the cauldron will kill you on impact!



3位型》



5 Once again using the cauldron, make your way to the left once more — avoiding the spiky blobs! — then duck under the pumpkin...

n

9

That blue cauldron is, in fact, a handy platform. Use it to reach the top platform while carefully avoiding the flying spark (near the clock in this shot). Then go to the next screen on the left.



As soon as you enter this next screen go through the door. You should be able to make it without any trouble from the knight, but if you want to mix it just jump on his 'ead!

Now inside the castle, you must evade the two knights and move left — not up the stairs, but below them.



This is the screen you start on and, unlike most of the later ones, it's a doddle. Simply avoid the two skulls and go through the door (joystick 'up'). You can, of course, jump on the bone heads — but this is risky as the blighters won't stay dead!

baddies (or jump on their heads!), gather the keys—this sort of thing was done to death in Jet Set Willy, and that's archaic! Make no mistake, this isn't a cut down version of its 16-bit counterparts, it's a completely different game, and a very dated one at that. Gone is the push-scrolling (the C64 game is tlickscreen).

goodbye Mano esque power ups, au revoir anything interesting at all, really, and hello samey, derivative dribble with far too little depth Ah yes —the depth! If the Aegean Sea was as shallow as The Addams Family. Robert Maxwell would still be alive! The puzzle element is hopelessly underexploited: there's no equipment to gather, no portable bridges and ladders, no Blues Brothers style balloons to lift you to higher platforms, no nothing really — just baddies to bash and keys to collect! Ocean made a real big deal about the game's hugeness, but what's the gain in that if every screen plays just like the last? The only break from the boredom are the sub-levels after you've found each family member, but they certainly don't save it.

It is usually wheel to avoid ensures rather than usually wheel to avoid ensures some screens.

Justing feith with yet brogues. Some screens.

Loweyer, can only be negotiated by using a foel of a platform appears as a springboard — if a platform appears.

to be out of reach, for example.

Avoid spiky blobs and red floors at all costs, and be careful on the cauldrons; some of them simply drop away when useded on.

Keep your paws near the pause button
("p" on the keyboard). Often, the only way in
which you will be able to work out now to safely
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Pinally, booting the cat hallway around the Finally, booting the cat hallway around the living room and back again WILL NOT rield you living room and back again, whereas progress any further in the game, whereas progress any further in the game, whereas progress any further in the game, whereas progress any further books offer some degree of satisfaction platform DOES offer some degree of satisfaction Gluck, chums.

Although the game boasts an incredible 240 rooms, you'll not get to see very many of them — not only is the game shamelessly derivative; it's also damn-near impossible! Almost every leap in the game is designed to be barely possible, so you end up attempting the same jump 20 or 30 times! Some platforms are impossible to reach without using a monster's head as a springboard, but this potentially excellent touch is ruined by the unforgiving nature of the gameplay.

And when all your lives are spent (which will be soon), guess what? MULTILOAD! Every time you die you have to reload almost from the beginning! AARRGGGGHHHHI!!!!!!!

The Addams Family isn't without its good points. The artist's done an amazing job. producing colourful, almospheric backdrops and some of the dinkiest sprites imaginable. Controls are responsive (if a little bizaire) and the animation is polished to perfection. If the game designers had done their job as well as the programmers, Ocean would have a real winner on their hands. Instead they produced a killer 16-bit

game, with the 8-bit versions tagged on as an attenthought. Oh, how the mighty have

falleni

City



ZZAP! 64 No.86 July 1992



Oh mummy! Ignore the sarcophagus (it's just for show) but avoid the bandaged beggar with the funny - a super-jump over his head works best.



Waddle like an Egyptian! Deep inside the dismal depths of Level One, and our emerald 'ero appears to have located a dead end... or is it?

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Lift that barrel, tote that bail! Yup, MARK 'Sure Extra-Dry For Men' CASWELL's been down the gym again, in a futile attempt to get his bod down to the size of a small outbuilding. Foolish man, he should've called in The Bod Squad...

aybe playing this game's not such a good idea. After all, who wants to be a small, squidgy jelly bean? Except Phil of course, who hasn't got far to go anyway (apart from the 'small' bit).

Anyway, our small rolund hero is out to rescue his children from three time zones (an Egyptian Pyramid, Medieval Castle and Victorian Haunted House), Y'see, the Mini-Bods were caught up in a freak time eddy, seemingly created especially for this game. I don't know, if the programmers can't come up with an original plotline, they have to rely on the old fave's

But how does Bod get from one time-zone to another? Well, it appears that a certain friendly Time Lord has lent him his TARDIS Time And Relative Dimensions in Space (bleedin' show-off -- Ed). So with a deepthroated growl resembling Phil's stomach at lunchlime, the TARDIS lands at the first location in ancient Egypt...

Bod Squad is about as easy as teaching your granny to yodel in a vat of custard. A series of intricate (and \$£ @! annoying) puzzles have to be solved, and a range of enemy creatures must be evaded or terminated with "Bod Bombs". But fear not, brave reader, 'coz Bod ain't as helpless (or stupid) as he looks. And he DOES look pretty stupid!

It's Desmond Death

As well as waddling along, Bod can also jump, squash (duck, in other words), swim and, under certain circumstances, ity. Bod

also cames an inexhaustible supply of the aforementioned Bod-bombs to sling around: these are handy against sentient antagonists, but most of his problems are caused by Inanimate objects. Worst or these are the spikes, fire-spitting heads and bear trap'-style obstacles that perforate Bod's botty without pity.
If Bod is bumped off

he loses one of his three lives. Similarly it time runs out (extra time potions are

scattered around) before he finds his children. Bod loses remaining lives in exchange for a mere ten seconds each. Not a lot of help

As Bod searches through the pyramid he comes across various extra features that can either help or hinder him. These include spinning blacks, pations, springs, teleports (on later levels) and hidden platforms. Most important are the many switches which destroy obstructing walls

Once Bod grabs his errant offspring he has to make his tortuous way back to the TARDIS and the next level. Can you crack

You need to rescue that baby Bod atop the column then make your way back to the tardis at the entrance to the pyramid. It's as easy as that (ho, ho, ho!)





the crystal maze... sorry, Egyptian pyramid? You'll either do it or rip all your na ricul trying. Puzzle games havé a well-samed reputation for being swines to complete and this one talls firmly into that callegory. I reckion that a measly three lives and such a sinct time limit, will prevent the majority of general from completing

even the first level
Bod Squad is miled;
trustraining especially when you jump and bounce back off a block onto a spike And I test that some of the puzzles may be a till fod fough for youriger players — I barely managed to solve some of them rany salky comments will earn a slap round the nutil. The taid that there's no guit option is a real pain too it's very easy to plock yourse't

capable corners and to have to s

and mescapable corners and to have to sit around until the timer reaches zero before you can have another go is unforcivable. Graphically induct the game is supero; Bod is a cute time criter while the other spries are bright and lively respectably when one Boo's ass. So buy Bod Souad now if you want to look the Captain Picard in one easy lesson — just don't

Haumled House be Christmas, 19971



Stuck in a pit on Level Two: This is as high as Bod can jump, and it's not quite enough to escape the pit (should've shoved that block down first!). Due to the lack of a 'quit' option you must either switch off and re-load at

this point, or wait till the timer ticks down to zero. Unforgiveable!

assette

With just a little more thought this could have

been a lot better. Boasting graphics and puzzles on a par with Rick Dangerous, it's disappointing that the programmers have made such a hash of things. The problem is, it's just too piggin' difficult! So what, exactly, makes it so tricky? BOD, that's what. Our rotund rescuer may look like a million dollars (all green and wrinkled!) but he displays all the manoeuvrability of a particularly clumsy water buffalo although he's not quite as bad as Corky after a few pints of Fuddles...

Wobble and bounce around the huge pyramid, flicking switches and avoiding traps as you go, but rebound off the wrong wall and wallop! You've had it. This would be tolerable if it didn't happen with such monotonous regularity, but when you get creamed time and again through little fault of your own, frustration soon sets in. In fact, I doubt very much whether the game is in fact completable without cheating. If only the main sprite offered as much control as Rick Dangerous this would be a Sizzler for sure. But as it stands it doesn't quite cut the custard. Hardly a Bodge Squad, but not quite a Sizzler either. And that spelling mistake on the title screen... ouch!

level, but I just had to keep playing. There's plenty of nice scenery too (especially the wavy water),

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Respect to DJ Puff, the coolest dragon dude around. PHIL 'MEDALLION MAN' KING gets on down in his platform shoes and goes in search of DJ's lost CD collection (damn, I thought you said 'seedy'! - Phil)...

nce he was 'Little', but now Puff the dragon has become chillin' he's known as DJ. No Pet Shop Boys for this fashion-conscious fire-breather only the wickedest sounds will do to rave on down to with his mates. Respect to that.

Sadly the island where they all live (don't dare mention 'Living On An Island' by Status Quo) is also home to the totally square Captain Kripp. He hates anyone having a good time, so he's sent his gorilla army to nick DJ's record collection and scatter it all around the platform-filled island.

Ravin' mad, DJ sets off to recover his CIDs by exploring platform-filled, multidirectionally scrolling levels. There are hazards galore, contact with which removes one of DJ's lives - thankfully he starts every new level with his original five... Gimme five, man!

 Going up in a Puff of smoke! DJ gets blatted by a pig-tailed nativetype dude...

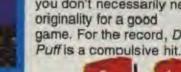
Bomb the base baddies

As well as avoiding spikes (Puff doesn't like 'em up his bottom, oddly enough!), pits and water, DJ has to watch out for Kripp's cronies. These include eggdropping birds, snapping fish, spearchucking Aztecs and spiked-ball-throwing snails!

It's just as well DJ can kill them by breathing fireballs or, even better, by using collected weapons like bombs and full firebreath. Fruit is collected for bonus points. while the letters 'EXTRA' earn Puff an extra life.

If it all sounds a little familiar, yes, I have to say it looks and plays remarkably like CJ's Elephant Antics - you even activate the bombs in exactly the same way (by pulling down on the joystick)!

The main difference is there's no twoplayer mode; otherwise the action's just as



chillin'l

all scrolling smoothly, plus some cute sprites including the brilliant DJ himself - his moves are well cool. Strange, then, that the soundtrack is remarkably similar to 'Hello Dolly' - oh well, it's jolly, if not exactly It all goes to show that

Sorry Phil, I can't

playable, if a tad

unoriginal. Five lives per level might seem a lot, but they soon disappear especially when you haven't yet learnt the level layout. It took me a few goes to complete the first

you don't necessarily need game. For the record, DJ

agree. DJ Puff is a fine game in its own right, but it's too close to previous Codies releases for its own good. What's the point of splashing out four quid on a game that's a virtual carbon copy of one you've got already? The graphics are changed, they've dreamt up a new way of saying 'run round collecting things' and called it a plot, but the gameplay is definitely CJ's Elephant Antics revisited.

If you haven't got CJ's, or have completed it and are looking for an equally tough challenge, then DJ Puff is for you! Failing that, buy the brilliant Steg instead - now there's a game that's not short of ideas.

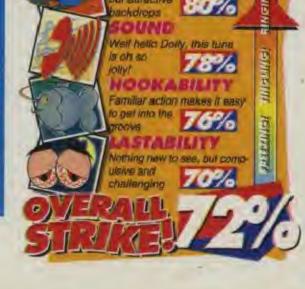
Five lives per level and

Characterful sprites, simple

GRAPHICS



 Puff the magic dragon lived by the sea, with psychotic sea-shells and peed-off pygmies, this game's too 'ard for me!



sselle, £14.99

With a chin Judge Dredd would be proud of and only a loincloth to cover his modesty, Chuck Rock has arrived on the C64. Because of his resemblance to a **Neanderthal** native MARK 'BELLY-BUTT' **CASWELL** has been sent back in time to help our caveman hero.

uite how the beer-bellied caveman named Chuck Rock won the hand of the fair Ophelia, no one will ever know. Some say it was in a game of 'blind man club', but now disaster has struck (as it does). Ophelia has been kidnapped by the despicable Garry Gritter.

So it's up to Chuck to travel through many peril-filled levels and rescue the girl he loves (well, smacked over the head with his clubsame thing). Our stubble-jawed hero certainly lives up to his name when defending himself. he either belly-butts attackers or chucks rocks at 'em (if they're to hand).

Contact with the diabolical, despicable

 For a heavyweight, Chuck can do some nifty leaping and kicking.

Chuck a birrov his energy (the heart in the bottom-left corner of the screen). But fear not, 'coz help is at hand in the guise of

heart-shaped icons. Also, food is available to boost the player's feeble score (but not, as I initially thought, to replace energy). Even though the reign of the dinosaur ended 65 million years ago, there are certainly a lot of them in Chuck Rock. They include pterodactyls, swamp creatures, giant insects and loadsa dinky dinosaur swines who are all trying to pop our prehistoric pal's clogs.



On the rocks

Much of the action takes place on platforms, some Chuck can easily reach while others need a bit of thought. Sometimes the stacking of rocks helps Chuck out of a predicament, other times a dinosaur pal helps out. Crocodiles act as springboards, brontosaurs and whales carry Chuck across water, while pterodactyls act as prehistoric airplanes. Once Chuck has belly-butted, stoned and generally splatted the dinosaur... erm, desperados, he faces the end-of-level quardian. First up is a triceratops, who likes nowt more than charging at Chuck while blowing a big raspberry.

Once of three-homs is dead, many trials and tribulations still stand between Chuck and his sweetheart. So bulge that belly and

go for it - Ophelia awaits.

The first thing that strikes you upon loading is the brilliantly animated intro sequence, starring the Chuck Rock Band, The game Itself is no duffer either, Chuck is the epitome of manhood (NOT) as he strides (slouches around the levels

kicking (and belly-butting) ass. Many of the creatures are so cute they don't look as if they deserve a good hiding. But they do, and I can assure you Chuck Rock'll

brontosaurs come home. Both platform and bashem-up freaks are well catered for. It's a classic and

Chuck Rock (sn'l just a pretty lace. erm, what I mean is that the action matches the graphics. The latter are excellent with the amusingly animaled cartoon sprites simply oozing character, Of course, Chuck himself is the star of the show with his rock chucking and superb belly-butt - the most amusing method of attack I've ever seen in a computer game! When he's carrying a rock Chuck can't jump as high, so sometimes you need to chuck rocks up ahead of you, follow them, then use them as a jumping platform to reach a higher level. Similarly, rocks can be used as stepping stones to cross water — but be quick 'coz they slowly sink! Elsewhere there are friendly pterodactyls and brontosaurs to carry you, and I just love the crocodile — drop a rock on his head and his tail springs up, propelling you high into the air! Like other classic cutesy games (New Zealand Story especially), the pleasure of playing Chuck Rock doesn't just lie in trying to complete It — you'll have a good of belly laugh in the







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